



Game Operations

Field Manual FCCW-01/R0

Flashpoint Campaigns: Cold War FM01 Game Operations

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1 Introduction

Welcome to FLASHPOINT CAMPAIGNS: COLD WAR

This is a grand tactical combat simulation on the Cold War battlefield. As the force commander, you will plan and then issue orders and standard operating procedures to your battalion, brigade, or regimental forces, shaping the fight by maneuver and your intent. Your forces will engage the enemy on rendered real-world map locations. Each hex is 500 m of militarily significant terrain. Each battle can last between 4 to 24 hours of in-game time. Your troops will meet their foes any time of day and in any environment.

The game engine is based on asynchronous WEGO turns. This means you will issue orders and then watch a variable amount of time unfold on the battlefield. Then, issue or adjust orders to react to what has happened as you execute your battle plan.

Flashpoint Campaigns: Cold War is a deep simulation of combat operations where your forces are arranged in maneuver units of companies, platoons, and sections of tanks, infantry fighting vehicles, infantry squads and teams, recon forces, engineers, air-defense and

anti-tank systems, helicopters, and more. As the commander, you must use available off-map assets like long-range artillery, rockets, or airstrikes.

Your efforts in this complex battlespace will be constantly challenged by modeled features like electronic warfare, air superiority, realistic weather, line of sight and fire, terrain and elevation, smoke and mines, and human factors like training, morale, and readiness. All these elements must be considered if you are to be victorious on the battlefield.

The game is packed with information dialogs, map overlays, and range rings to aid you as commander, master the situation, and understand your force's capabilities.

Flashpoint Campaigns: Cold War is a data-rich simulation where each nation has information on national characteristics, command parameters, and orders of battle. Data tables are packed with era-specific equipment and troops. Weapon systems of the time, such as guns, missiles, precision munitions, small arms, and much more, are comprehensively modeled.

As a toolkit, you can create your own scenarios and campaigns. You can also dive deeper and create or modify game data, artwork, and sound effects as you see fit. All these modding capabilities are supported by detailed documentation.

1.1 What's in This Document

We created this document to help players who are new to this genre of warfare and/or game engine to understand the different elements in the user interface (UI) and how to perform various actions to play the game.

This document is laid out to run you, the player, through the various steps to start the game, load new or existing scenarios or campaigns, navigate the UI, how to order your units into action, and where to find various information or overlays to better understand the situation on the map. Until you get comfortable with the game, it may be a good idea to keep this document open so you can refer to it if you have questions.

NOTE: Areas of interest or buttons on form pictures are outlined in red.

NOTE: Some images in this manual are from other game versions. While

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your maps and units may differ, all the information and how it is used and displayed will match the information in this manual.

1.2 Manuals

We have chosen to go with many living manuals to cover game interface/play, learning the game, basic tactics, content creation, and game modding for the Cold War game engine. We also have guides that cover those areas of operations. The affected manuals and guides will be updated as the game is updated, and PDFs of these changes will be included with the new patches.

1.2.1 The Field Manuals (FM)

These are the core manuals on how to play, create content for, and modify data for the Cold War game engine. Before jumping into content creation, we strongly recommend you review the first three manuals, **Game Operations**, **Battlefield Primer**, and the **Tutorial Operations**, if you are new to this type of game and warfare. Returning Flashpoint Campaigns players should review **Game Operations** to get details on new features, as there are many.

These documents are found in the Documents\FMs folder.

- FM01 Game Operations – Detailed information on the game, its interface, and how to use it
- FM02 Battlefield Primer – Fighting in the Cold War
- FM03A Tutorial Operations: Basic – Learn the basics needed to play the game
- FM03B Tutorial Operations: Intermediate – Learn additional features to expand the game play
- FM03C Tutorial Operations: Advanced – Learn how to use advanced features of the game
- FM04 Scenario Design – How to make or edit scenarios
- FM05 Battle Planning – How to create or edit battle plans
- FM06 Campaign Design – How to make or edit campaigns

- FM07 Map Construction – How to make simple maps for the game
- FM08 Game Engine Modifications – How to mod elements of the game engine
- FM09 Data Structures and Editing – How to edit or build data sets
- FM10 Weather Setup – How to add in weather from other locales
- FM11 Military Overlay Creation – How to add custom graphical overlays to your scenarios

1.2.2 What's New

The What's New PDFs summarize any changes and fixes when updates are released.

These can be found in the Documents\WhatsNew folder.

1.2.3 FPC Hotkeys

This PDF document lists all the unique game key presses for Function keys and all hotkey definitions. Due to the large number of functions in the game, rebinding is not possible.

This document is in \Documents folder.

1.2.4 Flashpoint Campaigns: Cold War FAQ

To stave off forum-clogging threads on various topics we either don't control or can't support, we created an FAQ document with the answers to those specific topics. Please review the FAQ for answers to several game topics related to the game but not on how to play the game.

This document is in the \Documents folder.

1.3 Gender Pronouns and Inclusion

We understand that users of all genders will play our simulation. We try to keep language in the game and manuals gender-neutral, when possible.

The On Target Simulations team supports the inclusion of all people in the field of wargaming.

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2 Welcome Commander Screen

After starting the game and seeing the splash screen, you will see the following dialog with many selections. There are logos, art, important game information, and the Main Menu area, which includes some useful buttons that are covered shortly.

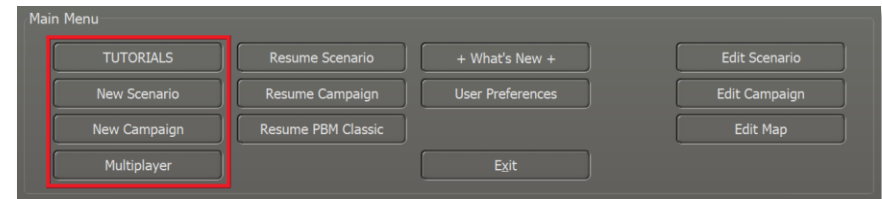


2.1 Main Menu



The Main Menu has all the buttons to start new games, resume a game in play, or jump into one of the edit functions to create game content.

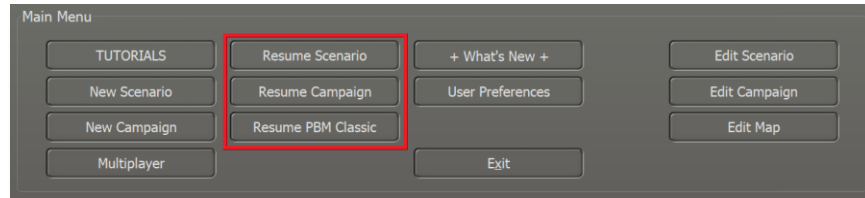
2.1.1 Start New Group



- **TUTORIALS** – Clicking the TUTORIALS button launches a similar scenario selection dialog as below, except it only shows the Tutorial scenarios to make them easier to find. They can also be located at the bottom of the scenario list under New Scenario.
- **New Scenario** – Clicking on the New Scenario button launches the scenario selection screen to choose one of the single battles included in the game. Scenarios have a few options as to how they are played. You can play scenarios versus a Computer Opponent (Artificial Intelligence) and choose which side you play, launch the game in a two-player Head to Head Play (Hot Seat) mode, choose a side and start a Play by Email Game (Classic PBEM), or launch a game where Computer Plays Both Sides (AI versus AI) mode. See Section 4 below for more details.
- **New Campaign** – Clicking on the New Campaign button launches the campaign selection screen. The player can review the campaigns provided and select one to play through.
 - Campaigns take a core force of units and run them through several scenarios during the war. See Section 5 below for more details.
- **Multiplayer** – Clicking on the Multiplayer button starts the process of playing a scenario via the Matrix/Slitherine PBEM++ Multiplayer service. This allows you to set up or join a game versus someone else using the PBEM++ Multiplayer service across the globe. See Section 6 below for more details.

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2.1.2 Resume Group



This group of options allows you to browse existing save files for the different types of games you have played and resume them.

- **Resume Scenario** – Opens a dialog to see all the single battle games you have started and saved or autosaved.
- **Resume Campaign** – Opens a dialog to see all your campaigns that are in progress.
- **Resume PBM Classic** – Opens a dialog to see all your ongoing games and choose one to continue.

Saved games can also be deleted in the dialog that pops up. See Section 8 below for more details on Resuming Play for these types of games.

2.1.3 Useful Buttons and Information

Each useful button and information option is described below in turn.

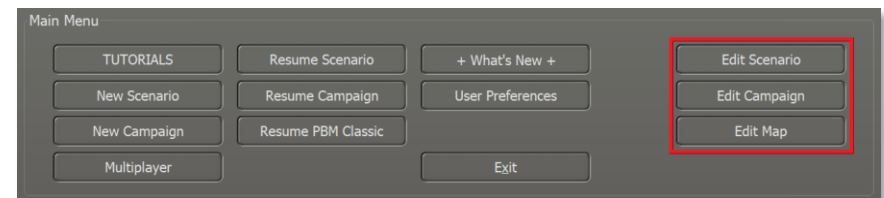


- **What's New** – Clicking this button brings up a PDF document that summarizes any new content, updates, bug fixes, or game engine tweaks we have made in the latest version of the game. More detailed information can be found in the noted and revised game field manuals (FMs).

- **User Preferences** – Clicking this button opens a dialog box with four tabs of settings information for various game functions, information display sound, and looks. See Section 3 for details of all the Preferences settings. User Preferences can be accessed from in-game as well using the Option menu or hitting **F2**.
- **Exit** — Clicking this button fully closes out the game and returns you to your main computer screen.

2.1.4 Edit Group

The buttons on the right start in-game editors for Scenarios, Campaigns, and Maps. Each of these editors is covered in detail in other field manuals (FMs) as noted in Section 1.2.1 above.



2.2 License Information

Any licensing information, if needed, is found in the lower left of the Welcome Commander Screen below the Main Menu.

2.3 Game Engine Version

The game engine version is located in the bottom right corner of the Welcome Commander Screen. Make sure you have the same version of the game as your opponent when you play multiplayer.

NOTE: It is recommended to exit the game if you do work in the various editors and then restart the game to play a scenario. This helps to make sure new values are correctly initialized and avoids the possibility of odd gameplay issues from occurring.

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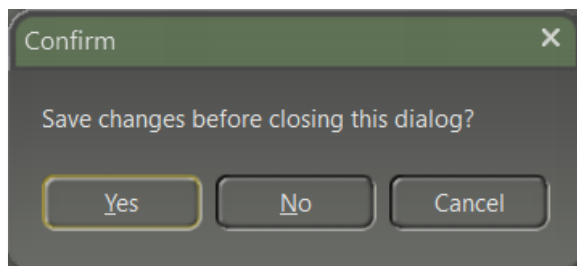
2.4 Common User Interface Buttons

There are a few buttons that have the same essential functions throughout the game. Those buttons are as follows:

- **Apply** – If you have made any setting changes that turn on/off functions or have adjusted the values of settings, this button commits and save those changes to the game while keeping the dialog open.
- **Back** – This button moves you back to a previous dialog or menu so you can change game parameters, settings, or select other gameplay options.
- **Cancel** – If you have made any setting changes that turn on/off functions or have adjusted values of settings and do not wish those to take effect, this button reverts those changes.
- **Proceed** – This button moves you forward to the next dialog or menu. Clicking this button will prompt you to apply any unsaved changes (see below) and then close the dialog.

2.4.1 Confirmation Dialogs

There are several instances when changes require confirmation. Selecting “Yes” accepts any changes. Selecting “No” declines any changes and proceeds through the action. Selecting “Cancel” will place you back into the dialog so additional changes can be made.

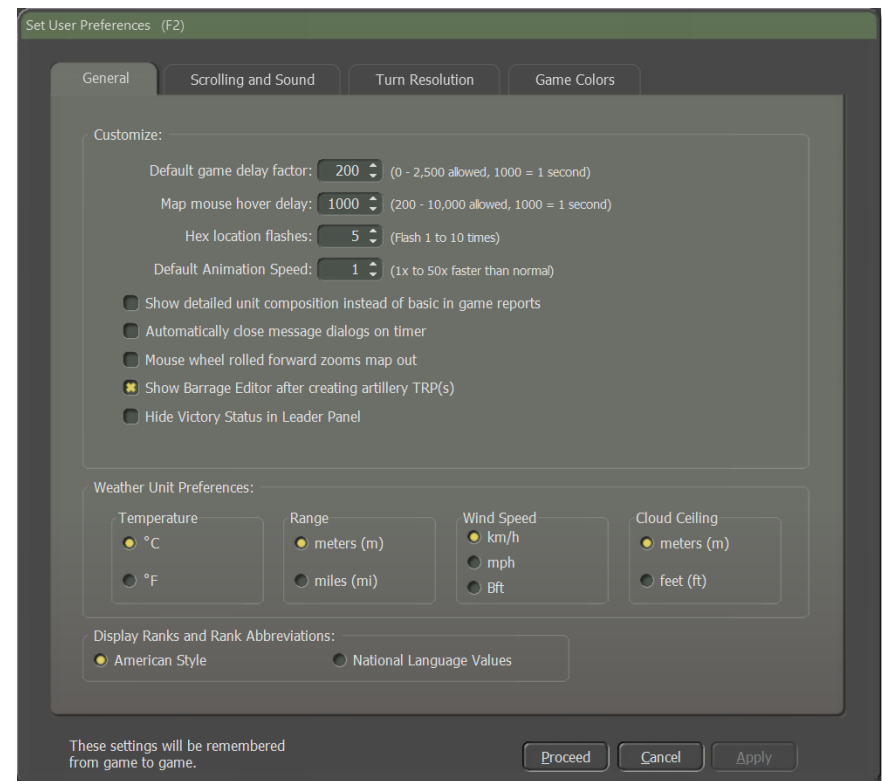


3 User Preferences

Clicking on the “User Preferences” button in the Main Menu opens a dialog with four tabs of settings for various game functions. Once applied, these settings will be remembered from game to game. These settings can be changed at any time via this button on the Welcome Commander Screen, in-game from the Menu Bar, or hitting **F2**.

3.1 General Tab

The General tab allows the player to Customize basic game engine performance parameters, set Weather Unit Preferences, and set the Display Rank and Rank Abbreviation styles.



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3.1.1 Customize

- **Default Game Delay Factor** – Set the pacing of the game during turn resolution. If you find that the resolution is happening too quickly to follow, use a larger number. If it is too slow, use a smaller number.
- **Map Mouse Hover Delay** – Set the length of time needed to trigger the Flyover Panel showing the objects in the hex the mouse is hovering over (see Section 16.3 below).
- **Hex Location Flashes** – Set the number of times the hex of an active unit flashes to alert the player.
- **Default Animation Speed** – Set how fast the in-game animations are shown during combat resolution.
- **Show Detailed Unit Composition** – If checked and when known, various in-game displays show the actual platform names (e.g., "T-72M") in the description window instead of generic descriptions (e.g., "Tank").
- **Automatically Close Message Dialogs on Timer** – If checked, Secure Transmission dialogs use a timer (displayed in the dialog box) to close. If unchecked, dialogs remain on screen until the user clears them by selecting the Proceed button.
- **Mouse Wheel Rolled Forward Zooms Map Out** – If checked, scrolling the mouse wheel forward zooms the map out to see more of it. Scrolling backward zooms the map in. Zoom *is not* centered on the cursor. Unchecking flips the direction of the zooming.
- **Show Barrage Editor After Creating Artillery TRP(s)** – If checked, the Barrage Editor dialog automatically opens so adjustments to the fire missions can be made after the player plots any Artillery Target Reference Points (TRPs).
- **Hide Victory Status in Leader Panel** – If checked, the indicator bar for the overall victory level is not displayed in the Commander Panel (see Section 13.2 below). This more strictly preserves the fog of war. Unchecking this displays the indicator bar.

3.1.2 Weather Unit Preferences

These settings change how information is displayed throughout the game.

- **Temperature** – Set this to either Fahrenheit (degrees F) or Celsius (degrees C).
- **Range** – Distances can be referred to in Meters (m) or Miles (mi).
- **Wind Speed** – Speeds can be in Kilometers Per Hour (km/h), Miles Per Hour (mph), or Beaufort Wind Force Scale (Bft).
- **Cloud Ceiling** – The cloud ceiling can be shown in Meters (m) or Feet (f).

3.1.3 Display Rank Information

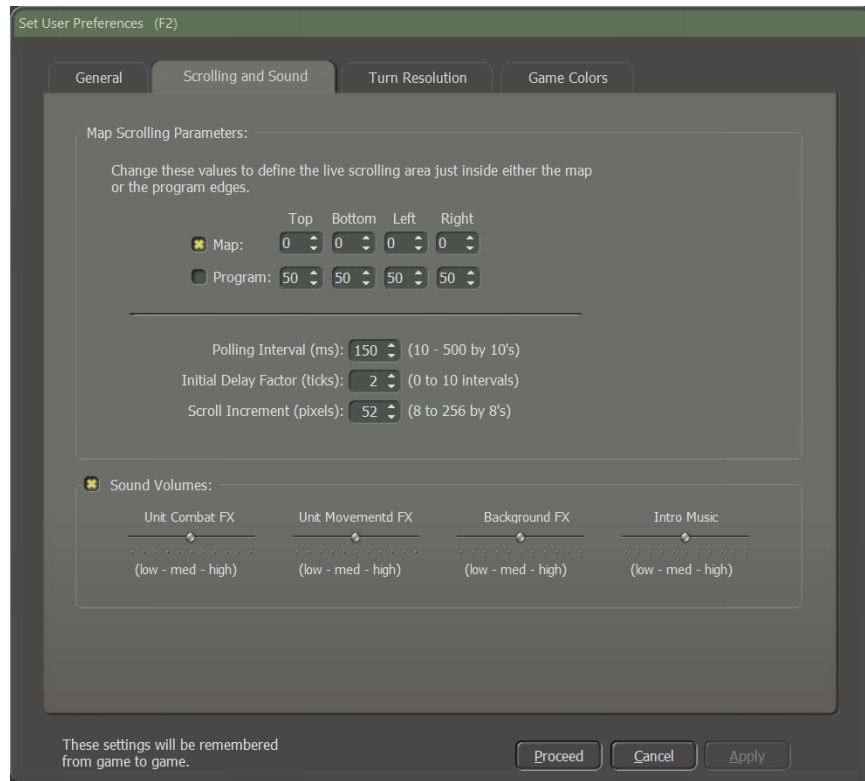
You can choose to see ranks in American Style (US Army) rank names or in the National Language of the country being played.

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3.2 Scrolling and Sound Tab

The player can alter different values regarding Map Scrolling Parameters and Sound Volumes on this tab.



3.2.1 Map Scrolling Parameters

The map is scrolled by hovering the mouse cursor in a sensitive zone of the game. This zone can either run along the inside edge of the Map or the inside edge of the entire game (Program) screen. Be aware that if choosing the game edge, there may be unwanted scrolling when trying to access specific information controls. This effect may be more pronounced on multiple monitors or extremely widescreen displays.

- **Map and Program Edges** – Define the top, bottom, and sides of the scrolling-sensitive area independently of each other for either the Map edge or the Program edge (select desired check box). The values are the number of screen pixels that make up the sensitive zone for edge scrolling.
- **Polling Interval** – This is the length of time between checks for a map scroll measured in thousandths of a second. The polling interval defines one "tick" and shorter intervals make for faster scrolling.
- **Initial Delay Factor** – This is the number of ticks before a scrolling action is initiated. A certain delay may be desirable to prevent unwanted scrolling when moving through these zones to other areas of the screen.
- **Scroll Increment** – This is the number of pixels that are scrolled for each tick. Use a lower value for faster/smooth scrolling.

3.2.2 Sound Volumes

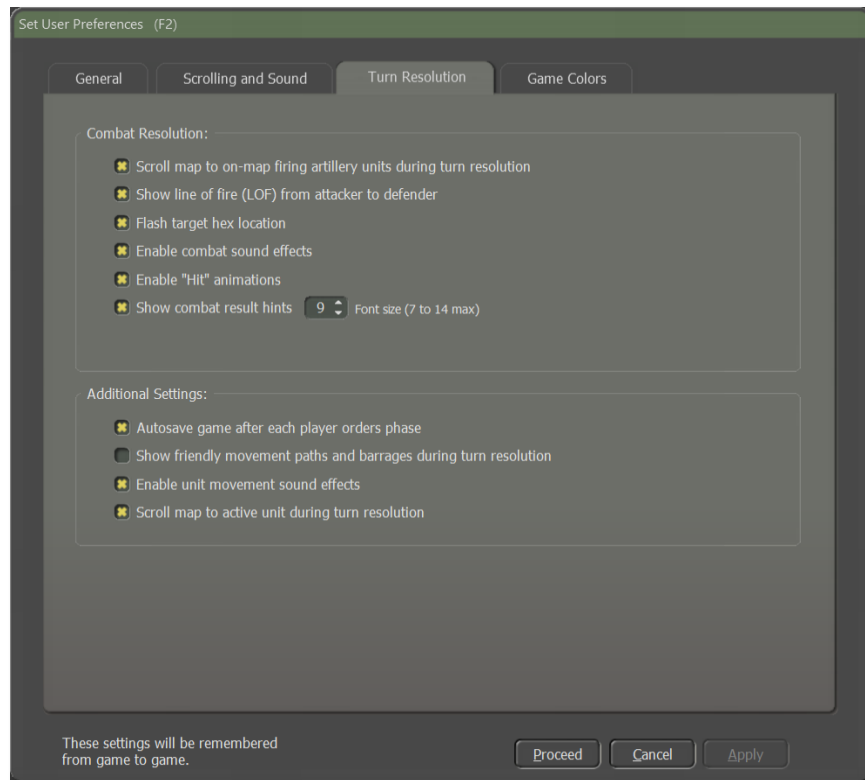
- **Check Box** – This check box/toggle turns off all sounds without changing the settings below it when sounds are wanted/unwanted.
- **Unit Combat FX** – Allows the volume of the firing sounds during combat to be independently set.
- **Unit Movement FX** – Allows the volume of the movement sounds during turn resolution to be independently set.
- **Background FX** – Allows the volume of the ambient background battle noise during turn resolution to be independently set.
- **Intro Music** – Allows the volume of the beginning and endgame music to be independently set.

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3.3 Turn Resolution Tab

Tweak various settings that influence how the Turn Resolution is displayed in this tab (these are not rule changes). Disable some settings here should you wish to speed up the progress.



3.3.1 Combat Resolution

- **Scroll Map to On-Map Firing Artillery Units During Turn Resolution** – When checked, the game scrolls to the firing on-map indirect fire unit and target. This helps the player to watch firing events as they unfold but can be dizzying if the game is set to resolve quickly through the General custom preferences. Disable to speed up the resolution of combat.

- **Show Line of Fire (LOF) from Attacker to Defender** – When checked, a line is drawn on the map from the attacker to the target to show the current direct fire attack being resolved (see Section 16.13 below for details on these lines).
NOTE: In some cases, the attacker may not be Spotted, but the general area of fire may be noticed.
- **Flash Target Hex Location** – When checked, the hex of the target unit in combat flashes the number of times set in the General tab to help locate the action.
- **Enable Combat Sound Effects** – When checked, a few of the current weapon shooting/launching sound effects play. Disable to speed up combat resolution.
- **Enable "Hit" Animations** – When checked, attacks on units that hit cause an explosion graphic on the counter. Disable to speed up combat resolution some.
- **Show Combat Result Hints** – When checked, results of combat actions are displayed as hints next to the affected unit. The size of the combat hints displayed during the game can be increased or decreased by changing the Font Size value.

3.3.2 Additional Settings

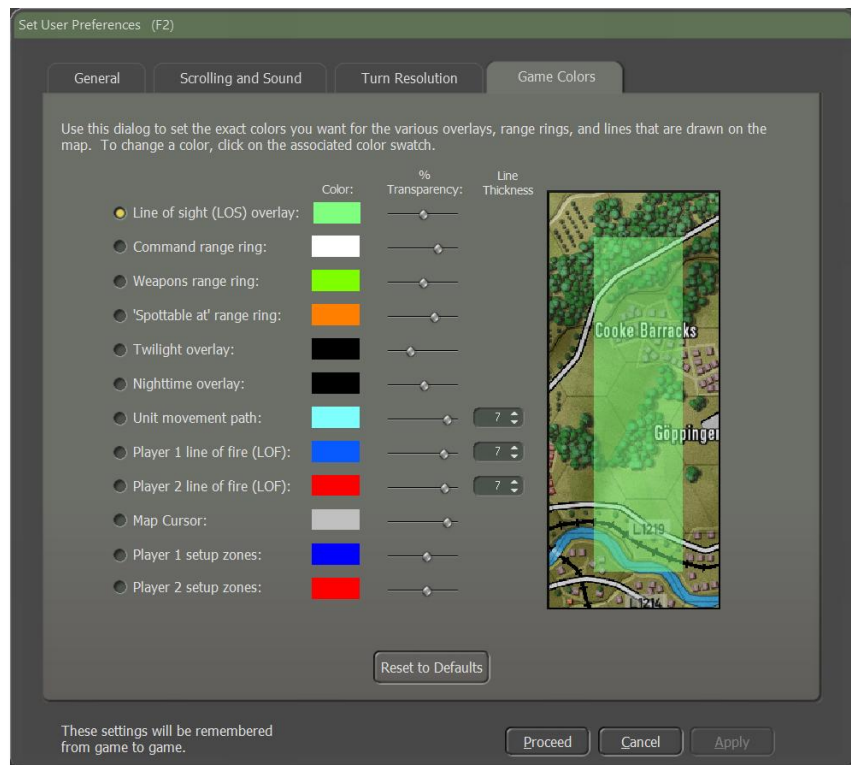
- **Autosave Game After Each Player Orders Phase** – When checked, the game autosaves immediately before the turn resolution begins into the \Saved folder. This allows you to replay a scenario from any of these points in battle. These are regular saved games and may be reopened and resumed if desired.
- **Show Friendly Movement Paths During Turn Resolution** – When checked, all friendly units with plotted movement show their paths with an overlay while the turn resolves. This overlay can also be pulled up during the planning phase by hitting **Ctrl+X** for Chain of Command (see Section 11.7.7 below) or clicking the Multi-Unit Overlay menu bar option and selecting Chain-of-Command. The color and transparency of these Unit Movement Paths can be modified in the Game Colors preferences as well (see next subsection below). Disable to speed up combat resolution a bit.

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- **Enable Unit Movement Sound Effects** – When checked, the game plays various types of movement sound effects like tracks, wheels, rotors, etc. Disable to speed up combat resolution a bit.
- **Scroll Map to Active Unit During Turn Resolution** – When checked, the map centers on the active unit during turn resolution. Like the other scrolling option above, this can also be helpful to watch all activity/combat events as they unfold. It can be dizzying if the game is set to resolve quickly through the General custom preferences.

3.4 Game Colors Tab

Individual map overlays, fire lines, and other helpful color markers can be edited by the player through the Game Colors tab.



The level of color transparency can also be changed. This allows the player, for example, to create a distinctly different hue for each kind of overlay to easily tell which is in effect at any given time. The effect of these changes can be seen in the terrain sample to the right of the selections.

Reset to Defaults – This button returns all color options back to the game's default settings for color, size, and transparency.

NOTE: It is possible to create unsightly or even invisible colors. If you want to experiment with this, you might want to consider backing up the original "overlays.ini" file.

4 Start a New Scenario

To start a new scenario, click on the New Scenario button in the Main Menu to access the list of options available.



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4.1 Scenario Selection Dialog

Selecting New Scenario launches the Scenario Selection dialog pictured below. Here you can review all the scenarios that are available in the module. Selecting a scenario by clicking on it also shows a description of the scenario's meta-data details, including the map, forces, and overall size of the selected scenario. Lastly, you can read the Scenario Summary to get an idea of the mission and historical context of the battle.



Underneath the scenario selection list is a Selection Criteria panel where you can search for a scenario by entering names or other scenario details in the text box.

Below the search box are flags of all the nations in the current module. Clicking on them filters the scenario list to include only the selected nations.

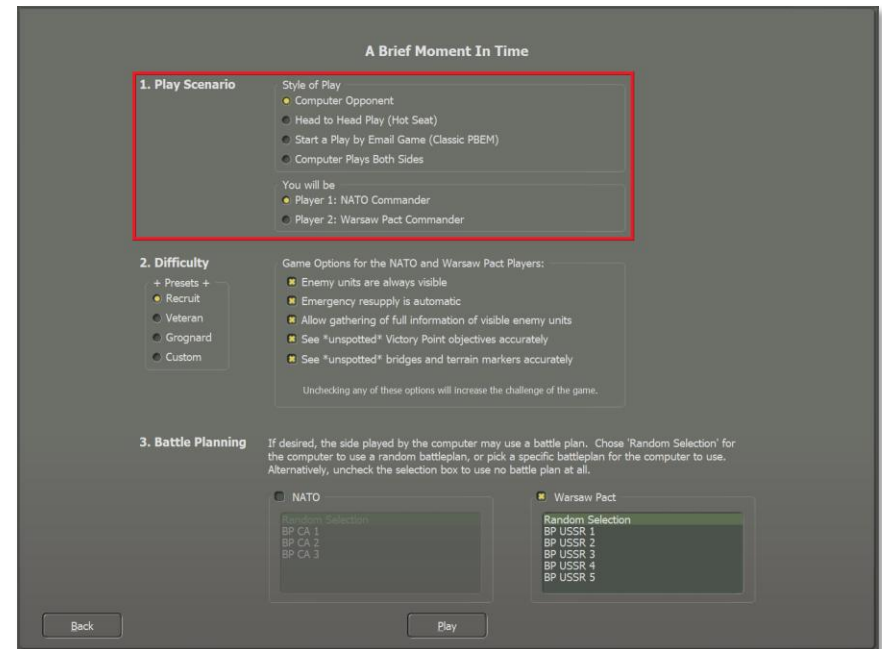
There is also the option to filter the list by the size of the scenario based on total units. Check any or all boxes to set the list (filtered or otherwise)

to your preferences.

Click Play to load the scenario setup options.

4.2 Play Mode Selections

The next step for starting a new scenario is deciding how the game will be played and what side, if any, you will play as the player.



4.2.1 Play Style

Currently, the game system offers four styles of play to choose from:

- **Computer Opponent** – Play against our AI using either a random or set Battle Plan (See Section 4.4 below).
- **Head-to-Head Play (Hot Seat)** – Play against another human on the same computer in hot seat mode, taking turns issuing orders and then watching the resolution phase together.

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- **Start a Play by Email Game (Classic PBEM)** – Play against another human using the Classic Play by Email system (PBEM Classic) where you send the game file to your opponent via email or, these days, a cloud service. See Section 7 below for more details.
- **Computer Plays Both Sides** – The computer AI plays both sides and uses a Battle Plan, if set, to fight out the scenario.

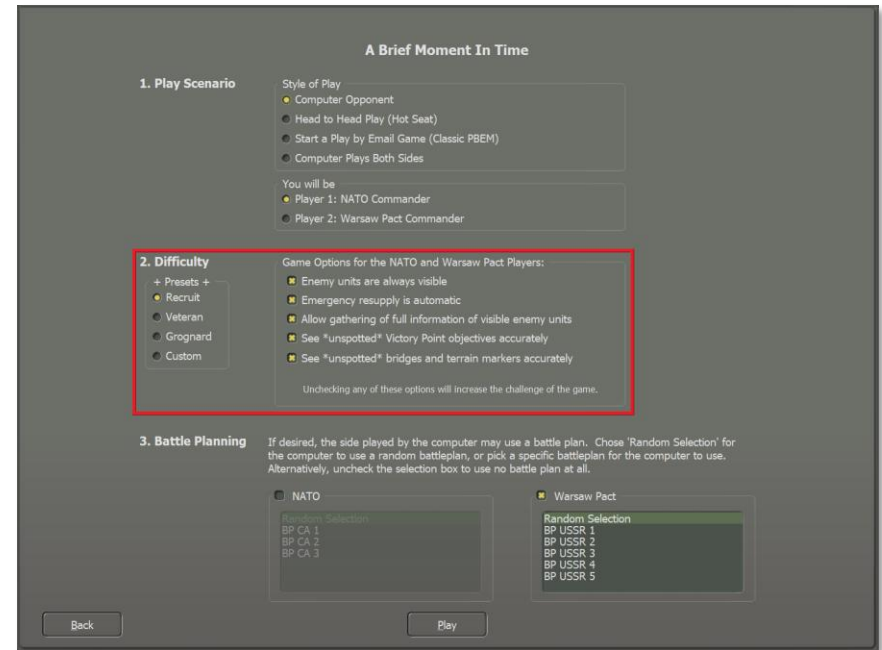
4.2.2 Which Commander Will You Be

The second selection will determine which side you will command in a human-played game style.

- **Player 1: NATO Commander** – Play as an American, Canadian, French, or West German commander.
- **Player 2: Warsaw Pact Commander** – Play as a Czechoslovakian, East-German, or Soviet Commander.

4.3 Difficulty Settings

While most games have difficulty settings that make the game easier to win by raising and lowering various values, this game does not do that. There are a few adjustments to make things easier to learn the game and in that way the game is “easier” to play, but is not necessarily easier to win. No gameplay values are modified so if tank A shoots and can kill tank B, this will always be the case regardless of these settings.



Winning the scenario requires having more Victory Points (VPs) for your forces than your enemy has for theirs at the end of battle (see Section 15.1.2 below for victory information). VPs are fixed values in that subunits, VP locations, and bonuses are all worth specific numbers of VPs and there are no settings to change these.

What can be changed, however, is how much information you have available to you to make strategic decisions, and whether certain helpful actions are automated. Allowing more data about enemy forces to be visible reduces the difficulty of winning by facilitating more informed decision-making about preserving and gaining VPs. Reducing the amount of data that is visible increases the difficulty of winning by relying more on your analyzing, predicting, and problem-solving skills to preserve and gain VPs instead which can also be very gratifying.

New players may wish to review Section 32 below for designers' notes and thoughts on strategizing for the Cold War.

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4.3.1 Presets

There are three presets to select different groups of pre-set difficulty options. The Custom option will be selected automatically if you change any settings. These are saved and active on reloading.

- **Recruit** – Set this if you are new to the game system to turn on all options to make learning the game easier.
- **Veteran** – Set this if you are familiar with our game system and want more of a challenge.
- **Groggnard** – The ultimate in realism. No options are set. Good hunting!
- **Custom** – Set your options to play the game the way you want.

4.3.2 Game Options for Players

There are three settings that you can adjust for each side of the game. These change how you see various forms of information in the game. Checked options make gameplay easier for the player without altering how Victory Points are won. For information on Spotting enemy units, See Section 24.1 below.

- **Enemy Units are Always Visible** – When checked, this is a potent option as you will always see all enemies on the map. Combat still requires the units to “see” the enemy, but you do not need to locate hidden enemies by recon or fire. When unchecked, units must use their sensors to Spot enemy units and take time to identify them before they will be displayed on the game map.

NOTE: If checked, units that are Spotted have a tiny white spotting dot on the bottom edge of the counter towards the right. These dots will not be shown if unchecked.

- **Emergency Resupply is Automatic** – When checked, this setting allows units with low Ammo to resupply an amount of ammunition even if it is moving or fighting at the time. Unit orders do not affect or prevent emergency resupply. This option may help new players to relieve some of the strategic difficulty of the game without altering how Victory Points are won. When unchecked, you as the commander must monitor levels and order units to Rest and

Resupply, and set Resupply parameters (see Section 21.2 below for issuing orders and Section 23 below the SOP settings) in order for resupply to take place.

- **Allow Gathering of Full Information of Visible Enemy Units** – When checked, the player gets detailed information on a unit by right-clicking and seeing a read-only version of the enemy unit’s Subunit Inspector (see Section 14.3 below). It is also possible to right-click and see some unit overlays from the Show menu item (see Section 11.6 below for unit overlays).

NOTE: Experienced players should unselect this option as it gives away too much information on the enemy and its units.

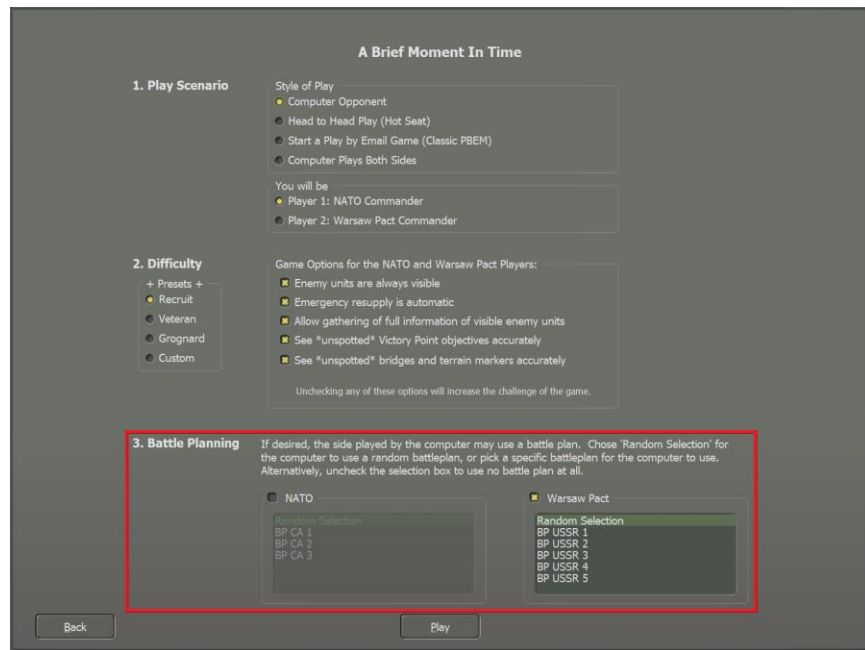
4.3.3 Fog of War for Map Markers

- **See “Unspotted” Victory Point (VP) Objectives Accurately** – When checked, this setting provides perfect information on the markers. This means that if a hostile unit seizes a VP location, that information appears immediately on the map. When unchecked, the map won’t reveal hostile-triggered VP ownership changes until your units have Line of Sight to them (see Section 11.6.1 below for Line of Sight information). Friendly-triggered changes are visible.
- **See “Unspotted” Bridges and Terrain Markers Accurately** – When checked, this setting provides perfect information on the markers. Details about a bridge built by a hostile unit appear immediately on the map. When unchecked, the map won’t reveal hostile-triggered marker changes (like bridges or obstacles) until your units have Line of Sight to them (see Section 11.6.1 below for details). Friendly-triggered changes are visible.

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4.4 Battle Planning

In the final section, set the AI Battle Plan or have it randomly determined to add to the unknown nature of the enemy's locations and travel routes at the start of the scenario. Some scenarios may not have a Battle Plan, and the selection box will be grayed out.

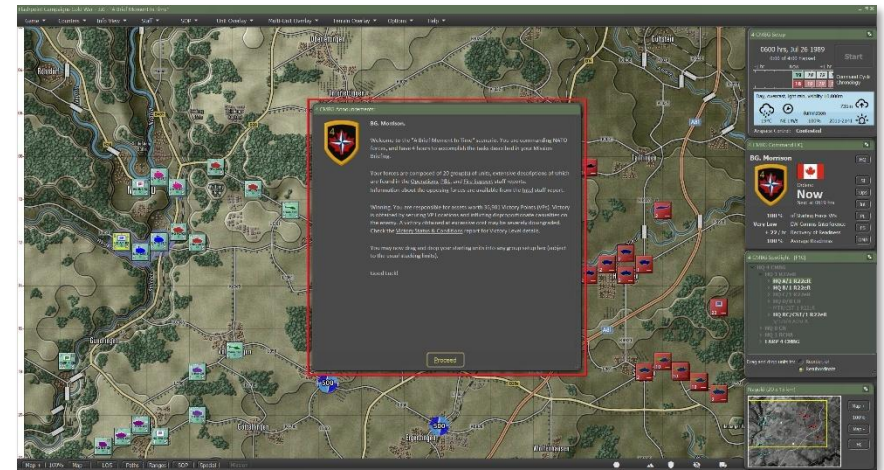


Additional Battle Plans can be added to scenarios to increase the replayability of a given scenario further.

Hit Play to load the selected scenario.

4.5 Scenario Load and Announcements

At this point the selected scenario loads and the Announcement Screen provides the Mission Overview (click anywhere in the dialog to disable the timer countdown if using this option). Head to Section 9 below to see information on all the User Interface (UI) elements in detail.



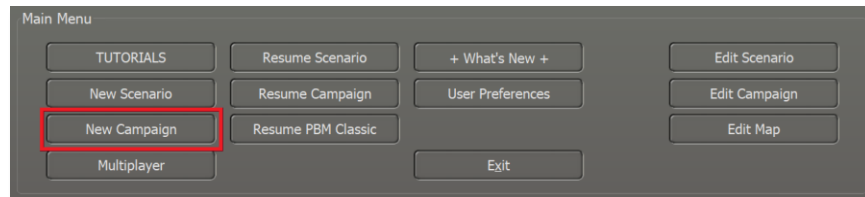
5 Start a New Campaign

A campaign is a sequence of scenarios from one nation's perspective where the result of one scenario may influence the subsequent scenario. The player will be able to carry over core forces from scenario to scenario. This means that campaign scenarios might play out very differently from single scenarios because it is of vital importance to preserve your forces as you try to win your part of the war.

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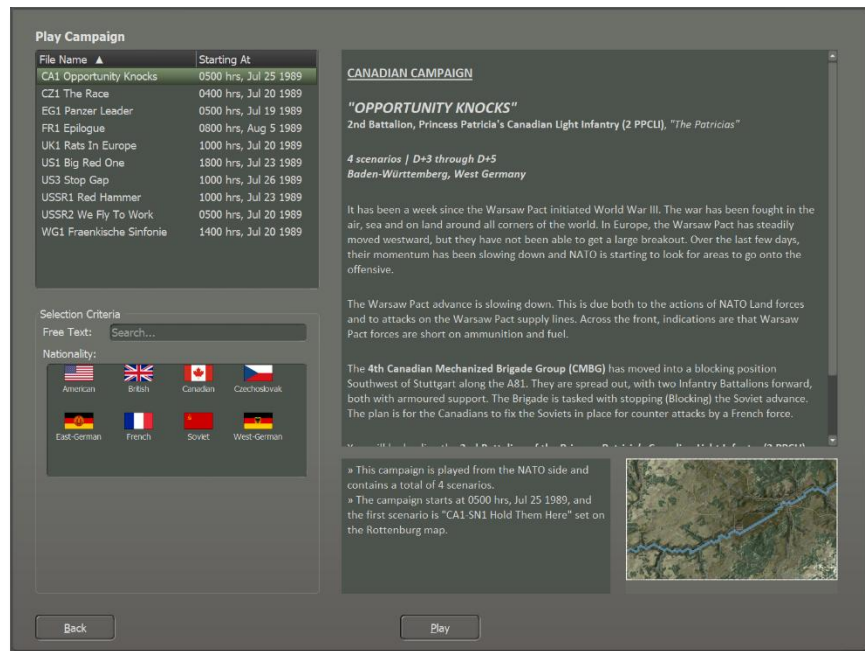
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To start a new campaign, click on the New Campaign button in the Main Menu.



5.1 Campaign Selection Dialog

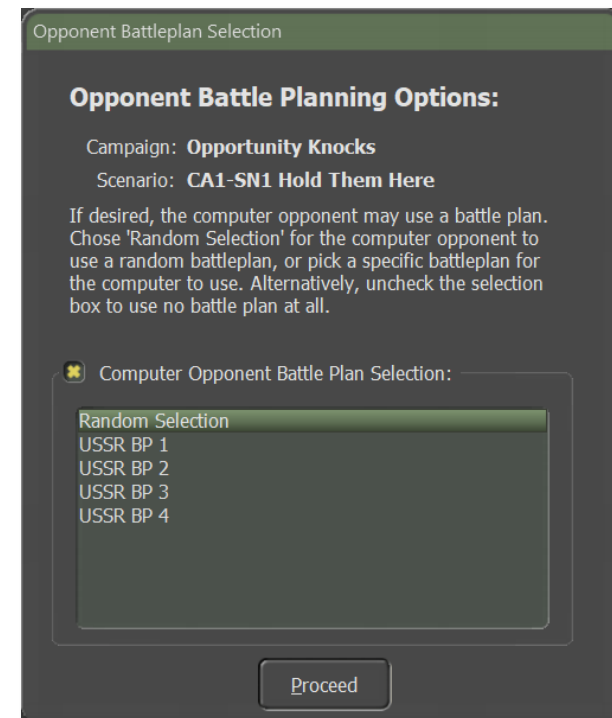
This launches the Campaign Selection dialog, as seen below. Review the campaigns that are available in the module in the list on the left. Click a campaign to show an overview in the right-side text box so you can get an idea of the overall mission and historical context of the campaign.



5.2 Difficulty Settings and Battle Plan

After selecting the campaign, you are sent to the Difficulty Settings dialog. The settings here are covered in Section 4.3 above.

After hitting Proceed, select the enemy Battle Plan that will be used in the first scenario of the campaign as seen below.



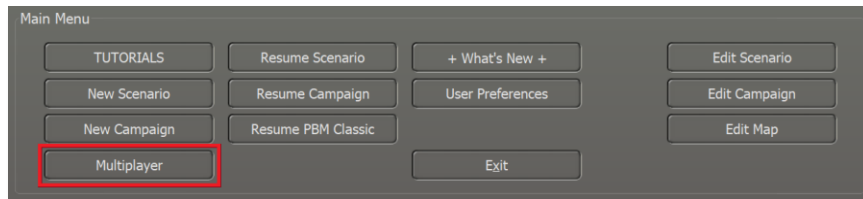
Hit Proceed to finish loading the selected campaign and launch the Announcement Screen for the first scenario, which gives you the Mission Overview (click anywhere in the dialog to disable the timer countdown if using this option). Head to Section 9 below to see information on all the User Interface (UI) elements in detail.

For a walkthrough on playing a campaign, see Section 31 below.

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6 Start a Multiplayer Game

PBEM++ Multiplayer is a more advanced and user-friendly way to do the standard play by email game. In this case, games are sent back and forth automatically via Matrix servers at Slitherine Games as you finish turns. The game file resides on the Matrix server so you can log in to your account from any computer and pick up your games with friends.



6.1 Log In to an Existing Multiplayer Account

Log in using an established Matrix/Slitherine account. Make sure Log In to Existing Account is selected as shown below.

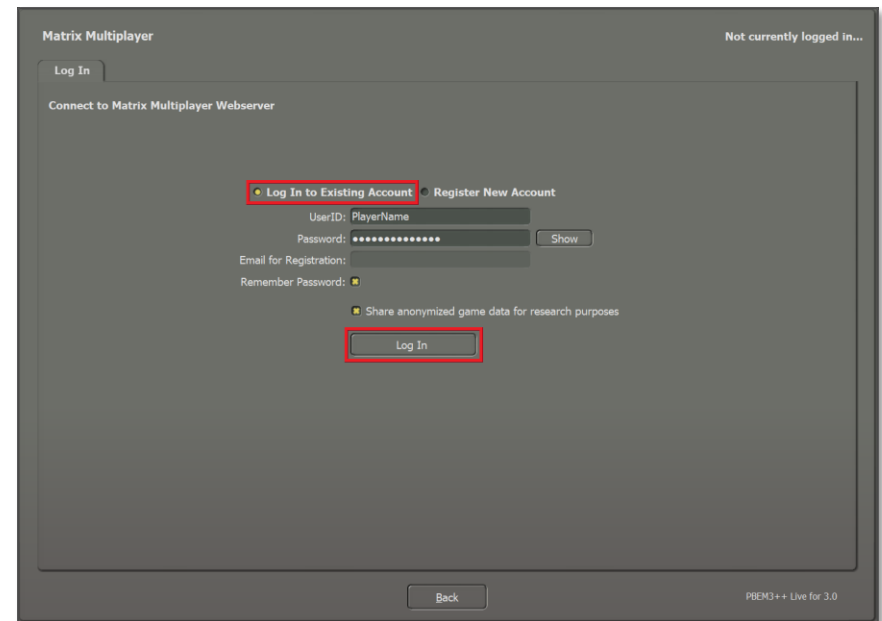
Enter your existing UserID.

Then enter your Password. Clicking the Show button reveals your password to verify it if you need to.

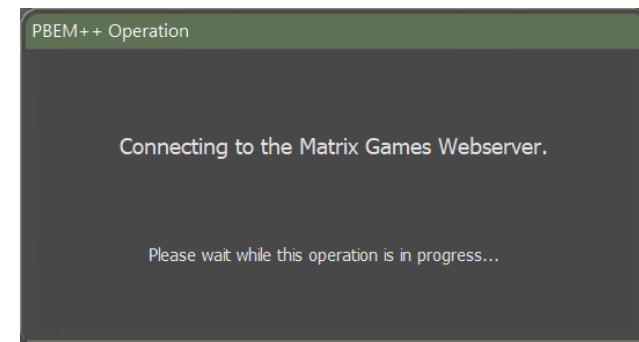
Email for Registration will be grayed out if you are logging into an existing account.

Check the Remember Password box to auto-populate your information on the next login.

If you wish to help with game data analytics, click the Share Anonymized Game Data for Research Purposes.



Click the Log In button and the following message will appear while the game contacts the servers and loads the game.



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6.2 Registering for New Multiplayer Account

To create a new Matrix/Slitherine PBEM++ Multiplayer account, select the Register New Account option and enter a UserID (alphanumeric with no spaces), Password (something you will remember), and valid Email address.

If you want the game to remember your PBEM++ password the next time you load the game, check the box next to Remember Password.

Once finished, click the Register button. It may take a few moments to send the information to the servers. You will be presented with the PBEM++ Game Lobby if this is successful. If there is an error, a dialog will pop up with information that you can use to contact Matrix support to see if they can resolve the problem.

Matrix Multiplayer Not currently logged in...

Log In

Connect to Multiplayer Webservice

☐ Log In to Existing Account ☒ Register New Account

UserID: PlayerName

Password: ***** Show

Email for Registration: player@playeremail.xyz

Remember Password: ☐

☐ Share anonymized game data for research purposes

Register

Back

PBEM3++ Live for 3.0

NOTE: If you already have a Matrix/Slitherine account, please use that as your login. To make a new account for PBEM++, you must have an unregistered email available to use.

6.3 The Multiplayer Game Lobby

After logging into the PBEM++ Multiplayer system and the server has validated your credentials, you are placed into the Flashpoint Campaigns game lobby. Here, there are options to either continue a Game in Progress, pick a new Challenge, or start a Challenge of your own.

6.3.1 Games in Progress

This tab shows all the games ready for you to continue along with game details, the option to Play the game and set up your turn on the server, Upload a locally saved game turn that is already ready for your opponent to play (such as if the automatic game upload had failed on rare occasions), or Resign from a game.

Matrix Multiplayer Logged in as KathrynC

Games in Progress Challenges Create Challenge

Games In Progress: ☐ Show Resigned Games ☐ Show Completed Games

Scenario	Number	Status	Opponent	Last Update
A Brief Moment In Time	0	My Turn	BadOptics	2025-08-08 5:54:22 PM

Message From BadOptics:
You are playing this game as: Player 1 (NATO)
I'll give it a go!

Refresh Play Upload... Resign

Exit PBEM++

PBEM3++ Live for 3.0

The top window shows all the Games in Progress you are currently playing with others. This information includes the Scenario being played, turn Number, Status, Opponent being played against, and the date of

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the Last Update for the game.

The bottom window shows any Messages for the currently selected PBEM++ game in the top window.

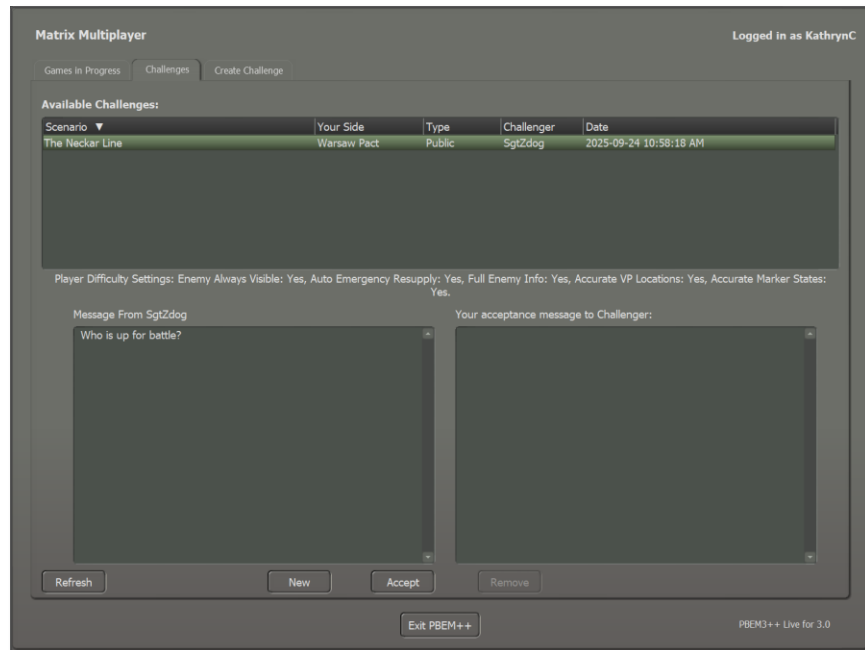
Check the Show Completed Games box near the top right-hand corner to see all games you have finished already.

Check the Show Resigned Games box to see all games you have previously resigned from.

Click the Refresh button to update all games from the server on demand.

6.3.2 Challenges

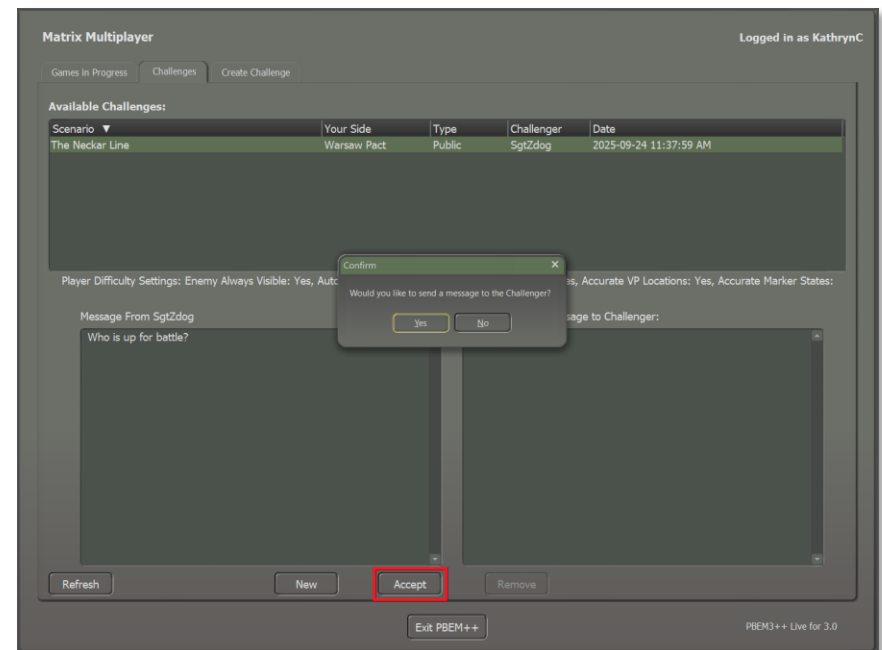
This tab shows any games ready to be played with another player.



The top window shows all the Challenge information. This includes the Scenario name, the Side you will play, the Type of game (Public or Private), who the Challenger is, and the Date the Challenge was issued.

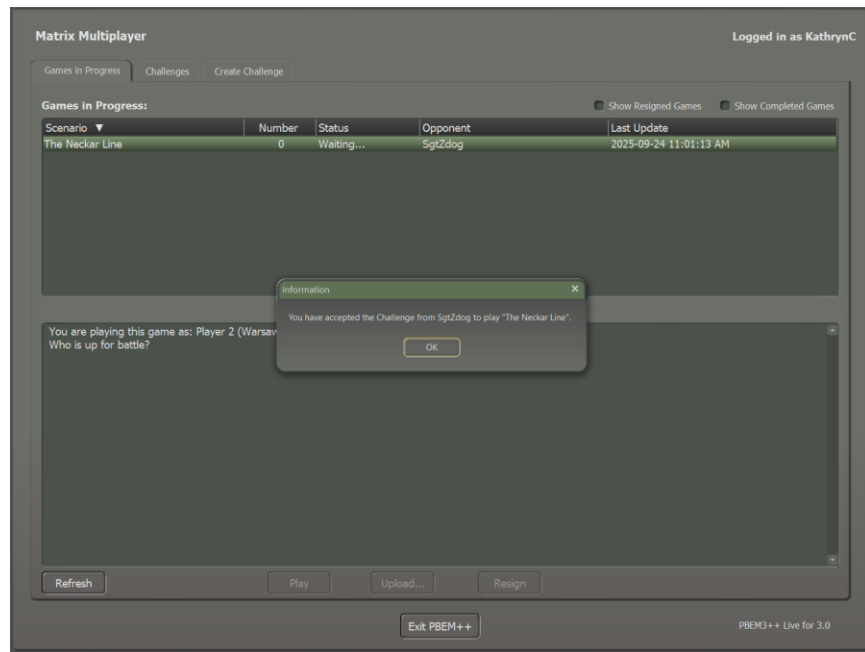
The Type can be one of two choices: Public and Private. Anyone can accept a Public Challenge and play the game. Private Challenges are those created by a player and have a password. To accept the Challenge, you need to know the password. These types of Challenges are usually between friends and are set up so the other player can access the game.

Click the Accept button after selecting a Challenge. You will be offered a chance to send a message to your opponent before the action starts as seen below.



Whether or not you send a message, the next dialog shown below will appear stating you have accepted the Challenge and moves you to the Games in Progress tab.

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Hit OK to start the game and set up for the first turn.

6.3.3 Creating a Challenge

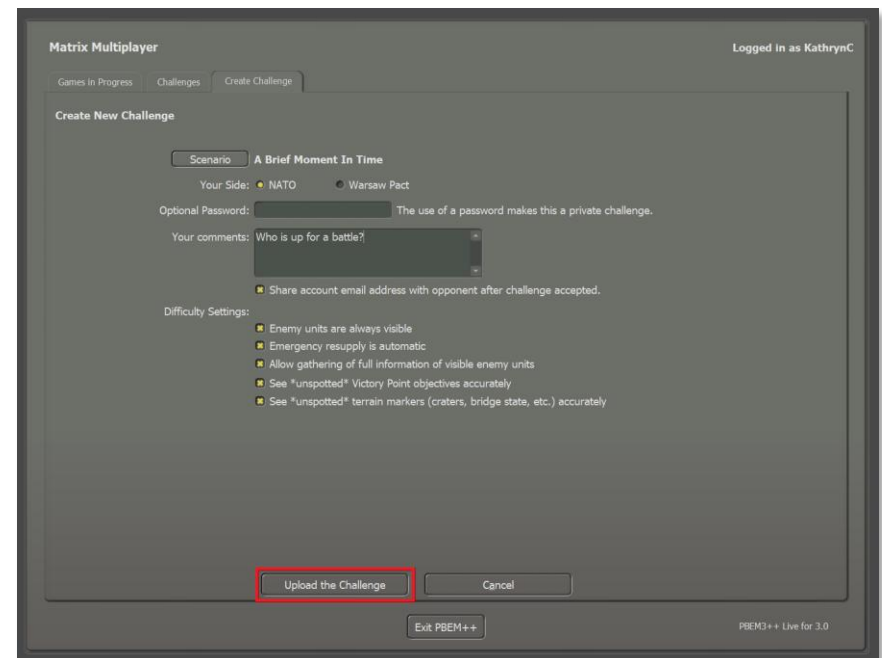
To start a new Challenge for someone to play against you, select the New button at the bottom of the Challenges tab.

Perform the following actions to issue a new Challenge, as shown in the image below.

- Click the Scenario button to open the Scenario Selection dialog (see Section 4.1 above for details on this dialog).
- Choose a scenario to play and click Proceed.
- Select which Side your challenger will play, NATO or the Warsaw Pact.
- If you wish to play with a friend instead of issuing a Challenge that is open to anyone, place a password in the Optional Password field.

You will need to give this password to your friend for them to accept the Challenge and start playing. This will show up as a Private Challenge in the Challenges lobby. Do not place the password in the Comments box as this is visible to everyone.

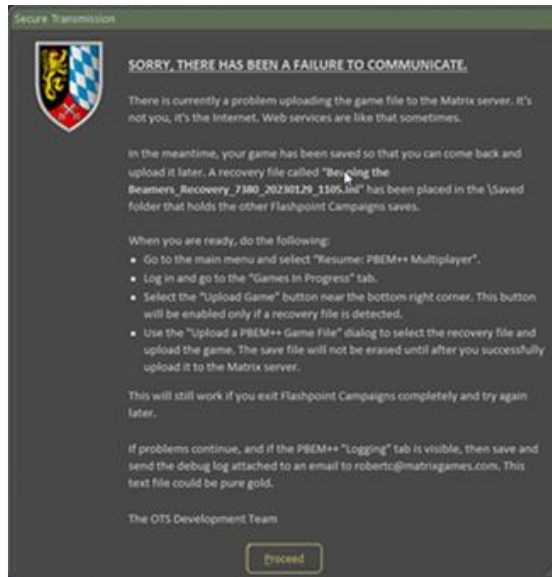
- Place a message in the Your Comments box if desired (don't enter a private Challenge password). This can be info on the scenario, a friendly greeting, or any other relevant information.
- Check the Share Account Email Address With Opponent After Challenge Accepted box to share your PBEM++ email address with the opponent who accepts your Challenge.
- Set the Difficulty Settings to be used in the scenario Challenge. Refer to Section 4.3 above for details on these settings.
- Then click Upload the Challenge to pass the information on to the PBEM++ server, where it will show up in the Challenges tab.



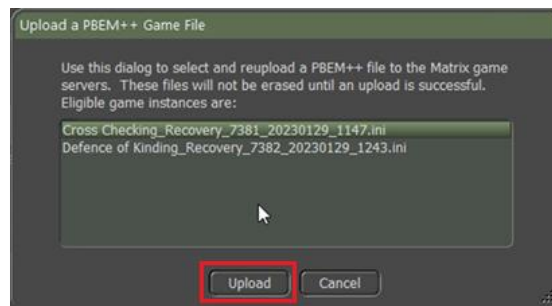
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6.4 Recovering a Dropped PBEM++ Game

If there is a dropped connection to the PBEM++ Multiplayer servers, the following dialog appears when trying to upload your game turn. It notes the name of the file created and where it is located to retrieve it again.



The game engine will create a save file that you can recover from a failed upload that allows you to retry when the servers are back online. Click the Upload button on the Games in Progress screen, then select the file you wish to resend to the server.

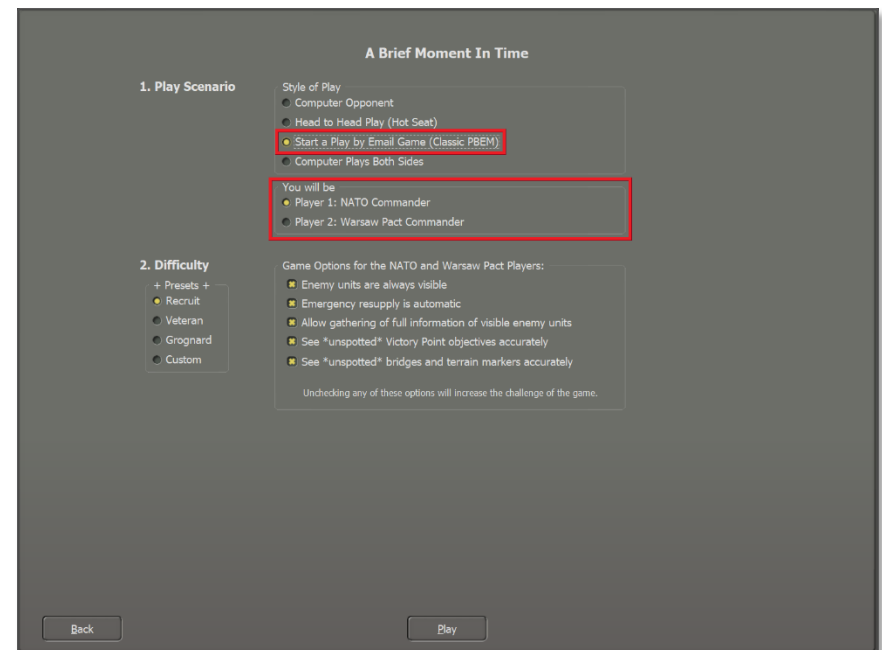


7 Starting a PBEM Classic Game

This is the classic play-by-email mode. Players play through a scenario by playing turns and submitting them via email or a file-sharing or cloud service to each other.

7.1 Getting Started

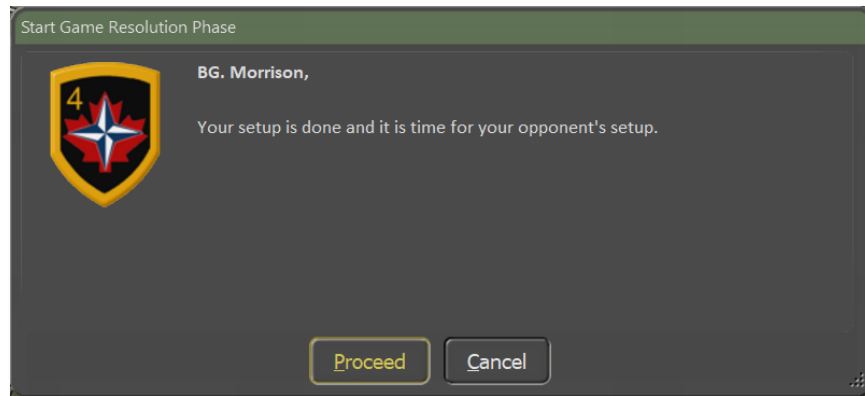
At the Main Menu, select New Scenario. Then select the scenario you wish to play with your opponent and click Play (see Section 4.1 above for details on the selection process). In the following dialog, as seen below, select the Start a Play by Email Game (Classic PBEM) option under Style of Play. Next, choose which side you will command in the scenario. Select the Difficulty Settings (refer to Section 4.3 above) to be used for the scenario and click the Play button.



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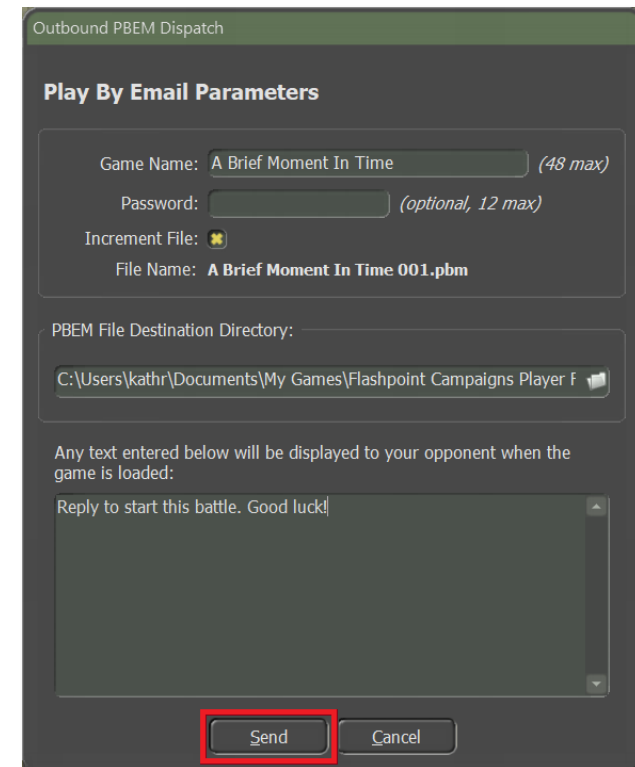
7.2 Set the Initial Orders

The scenario will load, and then you are ready to set up your turn. Issue initial orders for your forces and click Start in the Game Control Panel (refer to Section 13.1 below). You will then get the following dialog alerting you that your opponent needs to do their initial orders. Click Proceed to get a new dialog to enter information for the PBEM Classic file.



7.3 Play by Email Parameters

After setting up your first orders, select Start to begin the turn resolution and initiate an Outbound PBEM Dispatch as seen below. Some fields require input to create the PBEM Classic file.



- **Game Name** – This is the scenario name. Editing this name automatically changes the file name.
- **Password** – Add a password to the file for extra security if you wish. Please make sure your opponent knows it to open the supplied game file.
- **Increment File** – Check this box to add a "00X" number to the file name to keep better track of game turns.

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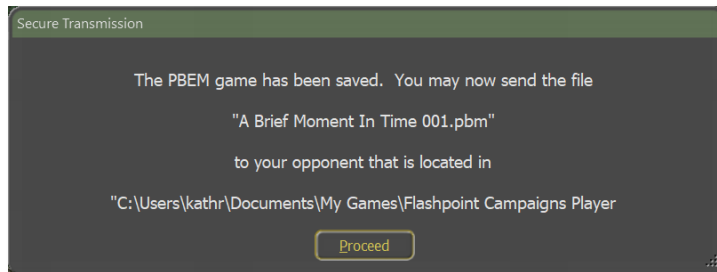
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- **File Name** – This is automatically generated from the Game Name and Increment fields (if selected).
- **PBEM File Destination Directory** – This is the folder on your computer where generated Play By Email (*.PBM) files are placed. You can change the location by clicking on the folder icon on the right of the text box.
- **Text** – Write a short message for your opponent in the bottom field to have displayed to them at the start of their game turn.

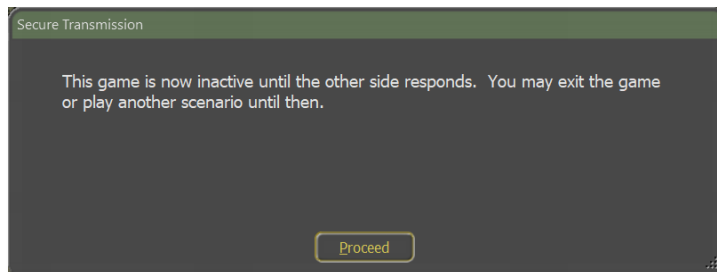
Click the Send button to save the game file.

7.4 Save Notice and Exit

Next, the following notice points to the location of the saved .PBM file to manually retrieve and send directly to your opponent via email or file-sharing service. Click Proceed.



The next message reads that the game will be inactive until your opponent responds. Click Proceed to close the dialog, after which you can start a new game from the Main Menu or Exit the game entirely.



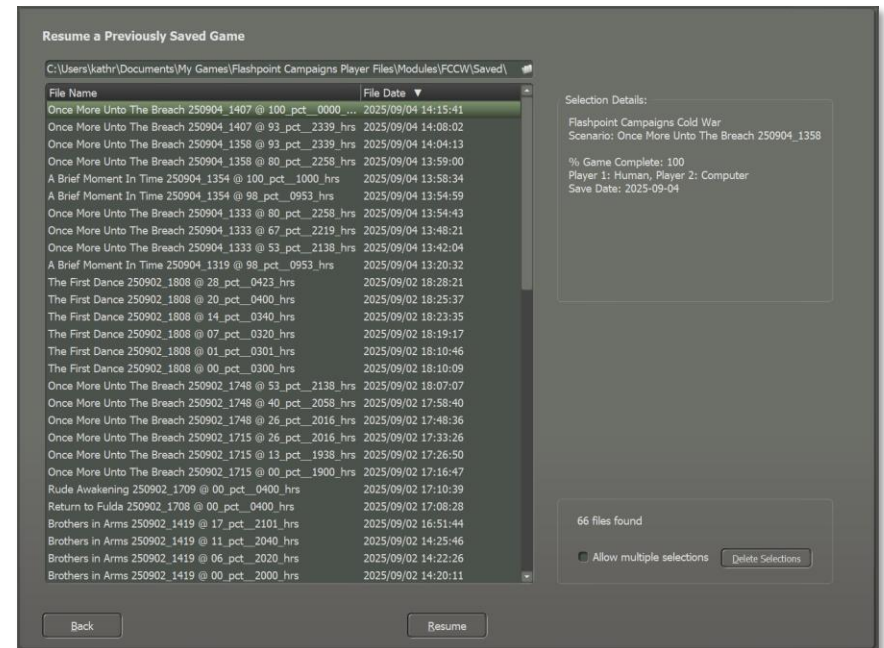
8 Resuming Games

On the Main Menu, there are three options for resuming gameplay. The following sections detail how you resume one of your games.



8.1 Saved Scenario

Clicking the Resume Scenario button brings up the dialog shown below.



The top text box shows the folder where the saved scenarios are located. To change this folder, click on the folder icon at the right of the

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text box and browse locations.

Next is a list box showing all the saved scenarios in the selected folder. Click on one to highlight it and bring up details in the panel to the right.

Each saved game defaults to a file name containing the name of the scenario, the real-world date and time it was saved at, the percentage of the scenario completed, and the in-game time of that save point. This allows you to replay a scenario from any of these points in battle. File names can also be manually entered at the time of saving.

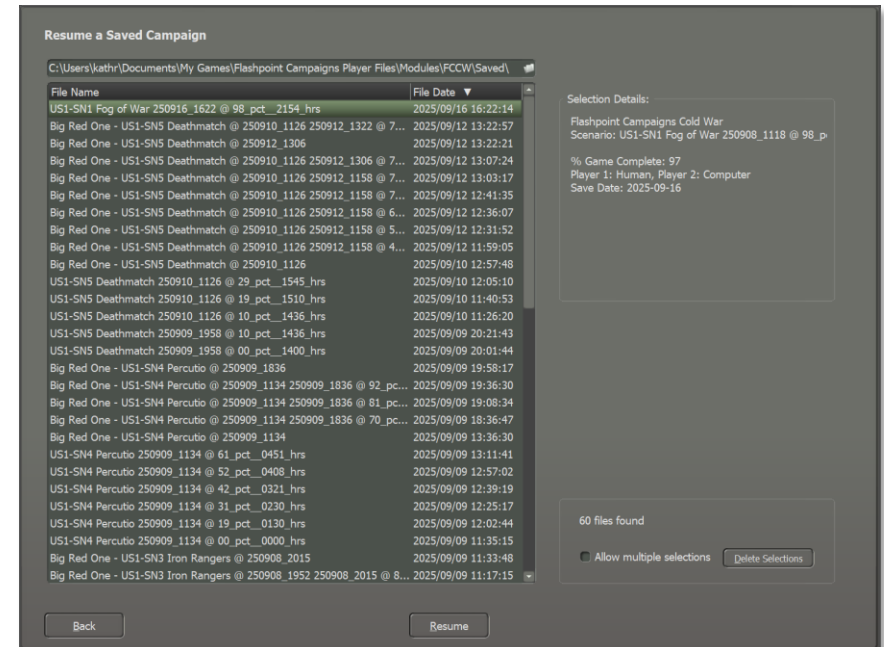
NOTE: Games can be set to auto-save at the start of each turn resolution via Additional Settings in the Turn Resolution tab of User Preferences.

The Selection Details panel to the right shows the number of saved scenario games and has a button to delete the highlighted save at the bottom. Click the Delete Selections button to remove the highlighted save. Multiple saves can be removed by checking the box for Allow Multiple Selections.

Click the Resume button to start the saved scenario.

8.2 Saved Campaign

Clicking the Resume Campaign button brings up the dialog shown below.



The top text box shows the folder where the saved campaigns are located. To change this folder, click on the folder icon at the right of the text box and browse locations.

Next is a list box showing all the saved campaigns in the selected folder. Click on one to highlight it and bring up details in the panel to the right.

Each saved game defaults to a file name containing the name of the campaign, the campaign number followed by scenario number and scenario name, the real-world date and time it was saved at, the percentage of the scenario completed, and the in-game time of that save point. This allows you to replay a campaign from any of these points in battle. File names can also be manually entered at the time of saving.

NOTE: Games can be set to auto-save at the start of each turn resolution via Additional Settings in the Turn Resolution tab of User

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Preferences.

The Selection Details panel to the right shows the number of saved campaign games and has a button to delete the highlighted save at the bottom. Click the Delete Selections button to remove the highlighted save. Multiple saves can be removed by checking the box for Allow Multiple Selections.

Click the Resume button to start the saved campaign game.

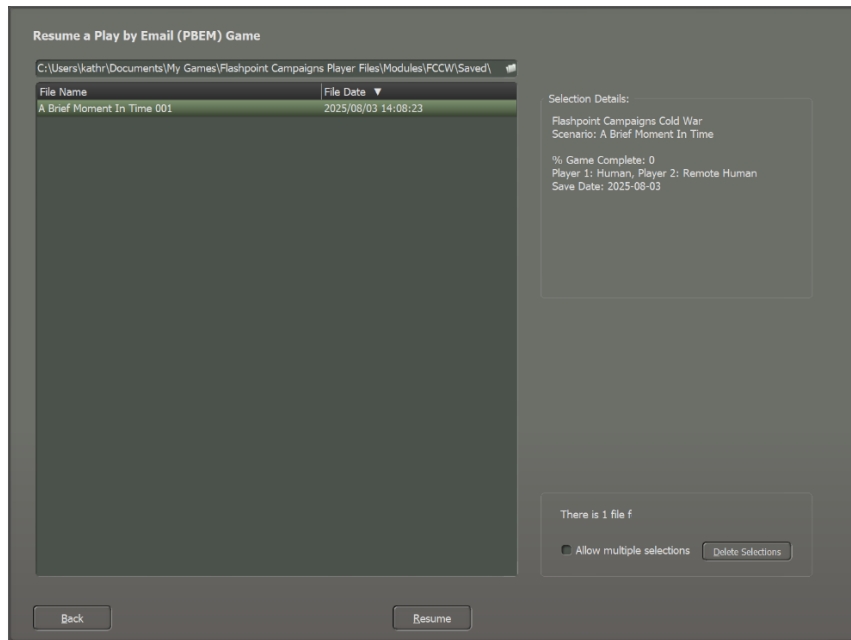
8.3 PBEM++ Multiplayer

To continue a PBEM++ Challenge, click the Multiplayer button on the Main Menu to launch the PBEM++ login screen.

Refer to Section 6 above on how to log in and continue a Challenge.

8.4 PBEM (PBM) Classic

Clicking on Resume PBM Classic brings up the dialog shown below.



The top text box shows the folder that the saved Play by Email Classic files are located in. To change this folder, click the folder icon at the right of the text box and browse locations. Refer to Section 7 above on the setup of a PBEM Classic game.

Next is a list box showing all saved PBEM Classic games in the selected folder. Click on one to highlight it and bring up details in the panel to the right.

The Selection Details panel to the right shows the number of saved PBEM Classic games and has a button to delete the highlighted save at the bottom. Click the Delete Selections button to remove the highlighted save. Multiple saves can be removed by checking the box for Allow Multiple Selections.

Click the Resume button to start the saved PBEM Classic game turn.

9 Game Launch and User Interface

This section covers the basics of launching a scenario and the new User Interface (UI) in the game.

9.1 Scenario Start-Up

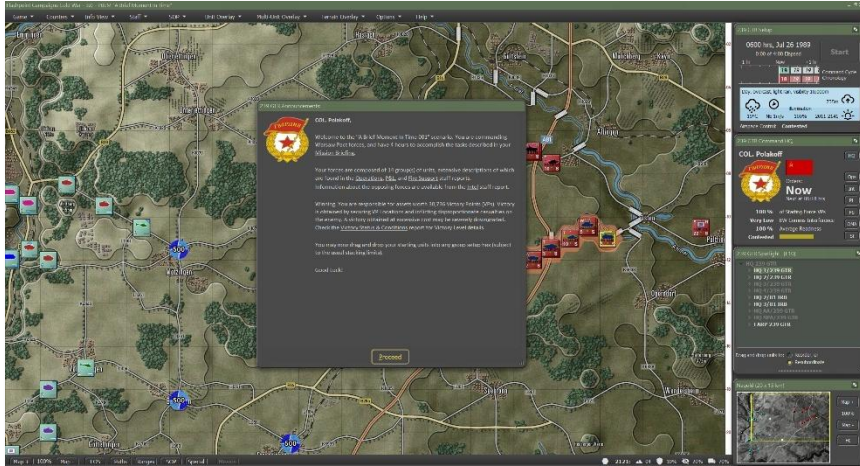
Once you have selected a scenario to play by one of the means noted earlier, a waiting screen appears for a few seconds (or more on slower computers or larger scenarios) for the game to load the map and data.

Please wait while "A Brief Moment In Time" loads and initializes...

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Once that is complete, you arrive to the main game screen seen below.



9.2 Setting Up the UI

Before we dive into the details of all the various User Interface (UI) elements, there are a few new capabilities for how you can set up the UI to suit your taste.

- All dialogs and panels that are shown can be moved around on the screen (or onto other screens) with the exception of the Menu Bar at the top and the Status Bar at the bottom.
- Dialogs and panels with this symbol in the lower right corner can be resized. Most have a minimum and maximum size.
- Dialogs and panels with this symbol in the upper right corner can be collapsed to the title bar or expanded to full size. Useful to see more of the screen.
- A few Staff Report dialogs have active maps that update with information as the game is played (see Section 15 below).
- Most of the dialogs and panels remember the last location they were placed on the screen and will be in those positions the next time you play a scenario.

- The Unit Dashboard can be locked to display information on one unit, and more Dashboards can be opened (see Section 14.2 below). The Dashboard can also collapse to a smaller size if needed, and dock against each other. Locking Dashboard information can be helpful to click around to other units while keeping specific units' information open.
- The UI should work well with ultra-wide screens and scale well with 4K monitors.

NOTE: If you have multiple monitors with different font scaling levels and drag dialogs to another screen with a different scale, dialogs and other menu panels may not display correctly. This is something we are looking into and hope to correct in the future.

9.3 Manual Sections Covering the UI

The following sections cover all the various parts of the game interface and what they do.

- See Section 10 below for information on the Announcement Dialog.
- See Section 11 below for information on the Menu Bar.
- See Section 12 below for information on the Status Bar.
- See section 13 below for information on the Core Game Panels.
- See Section 14 below for information on the Info View Panels.
- See Section 15 below for information on the Staff Report Dialogs.
- See Section 16 below for information on the Game Map.
- See Section 17 below for information on Unit Counters.

NOTE: If you want to jump to the how-to-do things portion of the manual, head for Section 21 below on Issuing Orders.

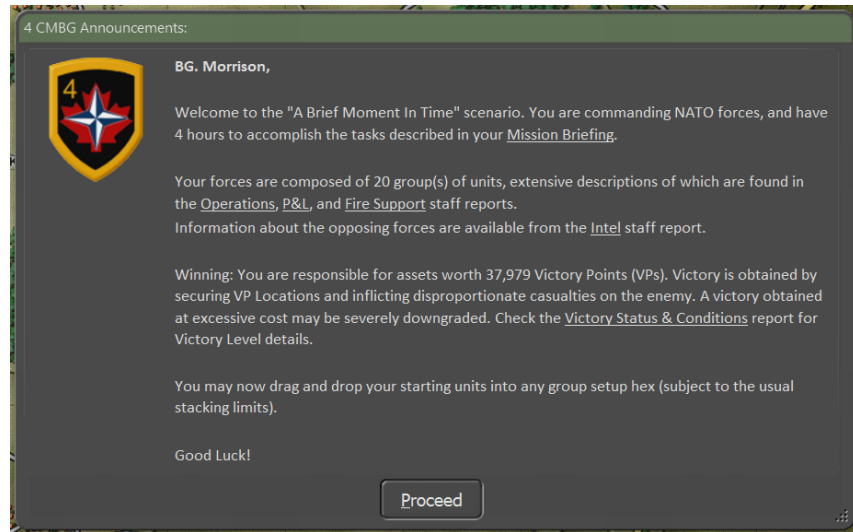
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10 Announcement Dialog

A dialog pops up in the center of the screen with basic information about that scenario when it opens for the first time. It shows the commander's name, side played, and a few links to Staff Reports to open and review continuously (see Section 15 below for details on those reports; they can be opened from the Commander Panel as well as the Staff menu bar item).

This dialog also states your overall game objective, an overview of your forces, and your ability to drag and drop units within your Deployment Area zone (see Section 11.7.5 below). We wish you good luck!



10.1 In-Game Announcements

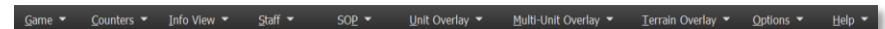
In-game announcements bring information in the form of small Secure Transmission dialogs that pop up when specific events happen. Information that may be received this way includes:

- Weather updates (see Section 29 below) and changes in Visibility (see Section 24.3 below)
- Changes in time of day and lighting conditions (see Section 28 below)
- Reinforcements and withdrawals of specific units (see Section 15.5.3 below)
- Leader killed
- HQ intercepts
- Electronic warfare level changes (see Section 25.9 below)
- Off-map events like strike aircraft intercepts
- Detection of on- and off-map enemy artillery assets
- Losses of friendly off-map artillery assets
- Scenario or campaign conclusion

Other messages may also be displayed. You can dismiss them by clicking the Proceed button.

11 Menu Bar

At the top of the screen is the Menu Bar for the game. The following sections go over each menu item and function in detail. Hotkeys are shown in brackets (**[hotkey]**) for each item that can be used. Due to the number of game functions present, rebinding is not possible. Hotkey definitions can be viewed at-a-glance in a separate document located in the game \Documents folder.

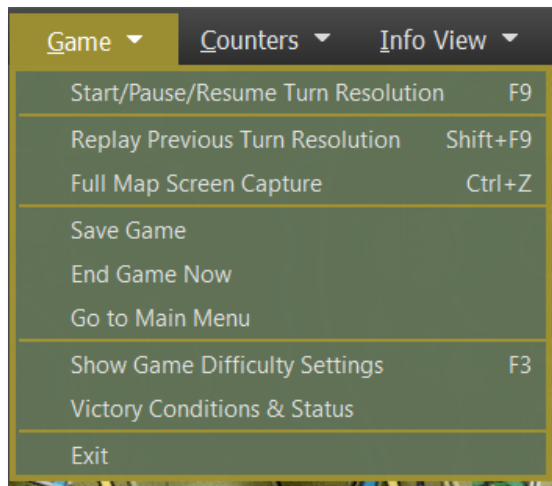


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11.1 Game Menu Items

The Game Menu covers functions that relate to the overall playing of the scenario.



- **Start/Pause/Resume Turn Resolution [F9]** – Starts the turn resolution after you issue orders, pauses the turn resolution if it is running, or resumes the turn resolution when you are done looking at information or menus depending on where you are in the turn.
- **Replay Previous Turn Resolution [Shift+F9]** – Replays the turn that was just resolved from its beginning. It shows a Replay Control dialog with buttons to Replay From The Beginning, Pause, Play, and Skip to End using typical media control symbols. Only the last turn can be replayed.
- **Full Map Screen Capture [Ctrl+Z]** – Captures the entire game map with all counters and markers on it without UI showing, saving in the specified screen capture folder.
- **Save Game** – Opens the Save dialog to save the current turn and then return to the game. The Cancel button exits without saving and returns to the game. Auto-saving can be turned on via the Turn Resolution tab in User Preferences [F2].

Each game save defaults to a file name containing the name of the scenario, the real-world date and time, the percentage of the scenario completed, and the in-game time of that save point. This makes it easy to replay a scenario from any of these points. File names can also be manually entered at the time of saving.

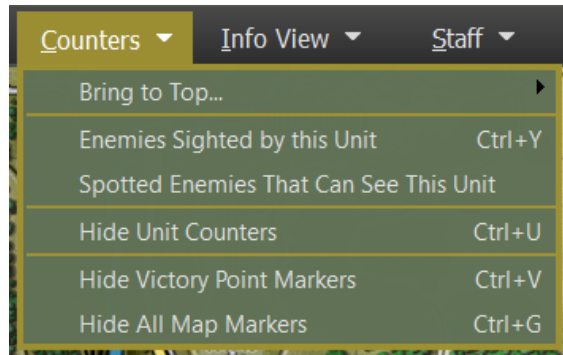
- **End Game Now** – Battle can be ended early and Victory Points counted if at least two-thirds of the way through. Note that once the game is ended, you cannot restart that game and must either start a new one or reload a previous save. After clicking this menu option, a dialog appears asking if you are sure you want to end the game. Clicking Yes stops the current scenario, scores the outcome, and presents the scenario postmortem. If you wish to continue the game, select No from the confirmation dialog.
- **Go to Main Menu** – Exits to the Main Menu splash screen. A confirmation dialog to save the scenario will appear. Selecting Save and Exit saves the game via save dialog and then returns to the Main Menu. Selecting No sends you to the Main Menu without saving (any progress will be lost). Selecting Cancel aborts the action and returns to the game.
- **Show Game Difficulty Settings [F3]** – Selecting this action opens a read-only display of the scenario's Difficulty Settings to review (see Section 4.3 above for information about these settings).
- **Exit** – Exits the game back to the desktop without saving.

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11.2 Counters Menu Items

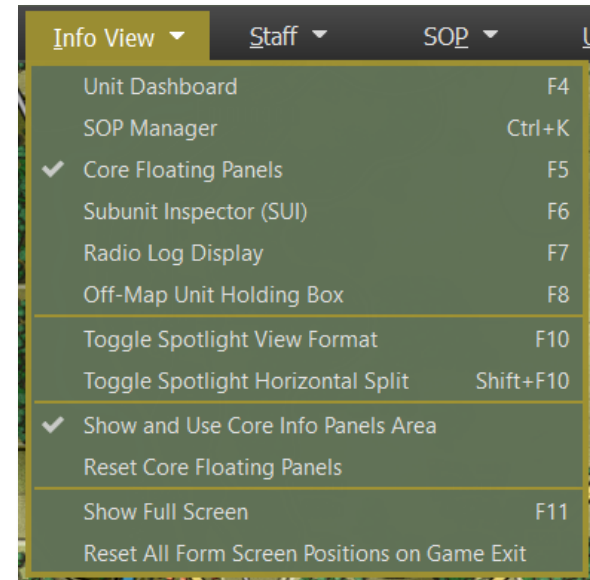
The Counter menu bar items relate to changing the visibility of different factors to better see specific units or to show/hide counters and markers on the map.



- **Bring to Top** – Select a particular unit type from the pop-out submenu to bring that unit type to the top of the stack when multiple units are stacked in one hex.
- **Enemies Sighted by this Unit [Ctrl+Y]** – Removes all enemies from the map that are not Spotted by the selected unit, leaving only enemies that unit can see. It can be toggled on and off.
- **Spotted Enemies That Can See This Unit** – Removes all enemies from the map that cannot Spot the selected unit, leaving your own Spotted enemies that are able to see your unit. It can be toggled on and off.
- **Hide Unit Counters [Ctrl+U]** – Hides all the counters on the map, both friendly and enemy, so the map and markers are visible. It can be toggled on and off.
- **Hide Victory Point Markers [Ctrl+V]** – Hides all the Victory Point (VP) location markers on the map. It can be toggled on and off.
- **Hide All Map Markers [Ctrl+G]** – Hides all map markers including bridges, craters, casualties, and other full hex markers (see Section 16.10 below) so the map and unit counters can be seen more easily. It can be toggled on and off.

11.3 Info View Menu Items

The Info View menu bar items in this tab open or close several helpful dialogs, toggle the Spotlight Panel (see Section 13.3 below), or change the locations of the Core Game Panels (see Section 13 below).



- **Unit Dashboard [F4]** – Opens the Unit Dashboard for the currently selected unit (see Section 14.2 below). These dialogs can be locked so that more than one can be open at a time for different units.
- **SOP Manager [Ctrl+K]** – Opens the SOP Manager dialog for the currently selected unit (see Section 23 below). This dialog is the best place to see all SOP settings for the current list of unit orders and the defaults for future orders.
- **Core Floating Panels [F5]** – Shows (when checked) or hides (when unchecked) the four primary panels that are located along the right edge of the screen by default. These are Game Control, Commander, Spotlight, and Mini-Map Panels. This is on by default. These are covered in detail in Section 13 below.
- **Subunit Inspector (SUI) [F6]** – Opens up the Subunit Inspector

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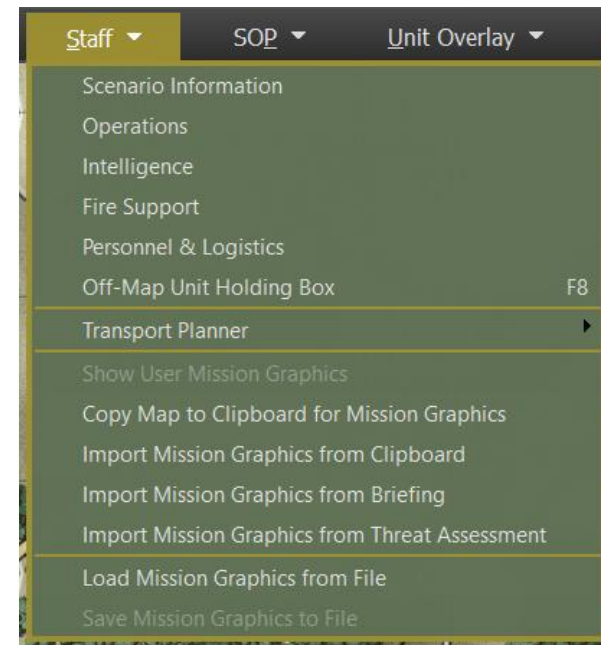
for the currently selected unit. See Section 14.3 below for details.

- **Radio Log Display [F7]** – Opens the diary log of messages for the entire force in the scenario. It can be toggled on and off. In head-to-head or AI versus AI games, there are tabs for both forces on the display. See Section 14.4 below for information on this log.
- **Off-Map Unit Holding Box [F8]** – Opens a report to show any off-map units that are accessible during the scenario. See Section 14.5 below. It can be toggled on and off.
- **Toggle Spotlight View Format [F10]** – Toggles the Spotlight Panel between the Order of Battle (OOB) display and the Detailed Unit Information display. See Section 13.3 below.
- **Toggle Spotlight Horizontal Split [Shift+F10]** – Splits the panel to show both the OOB and the Detailed Unit Information in a single window with an adjustable splitter bar. See Section 13.3.3 below. This is recommended only if the panel has been sized to provide room or is floating away from other panels.
- **Show and Use Core Info Panels Area** – Places the Core Info Panels to the right of the map when checked so that the right edge of the map is visible on the screen. When unchecked, the map edge goes to the screen edge and may be hidden under the Core Panels.
- **Snap Core Floating Panels to Area on Move** – Toggles the Core Info Panels to move and/or realign to the Panel Area if the main game screen is moved or resized.
- **Reset Core Floating Panels** – Aligns the Core Info Panels to neatly fit inside the available Core Panel Area on the right side of the screen.
- **Show Full Screen [F11]** – Toggles the game display between full screen with no Windows task bar and the default window mode with task bar. This only works on the primary display if multiple screens are present.
- **Reset All Form Screen Positions on Game Exit** – Selecting this action sets all the various game panels and dialogs back to their default location for the next game played.

11.4 Staff Menu Items

The Staff menu bar items are critical for all commanders to utilize during the game. The dialogs here provide information from your various staff officers (Operations, Intelligence, Fire Support, and Personnel & Logistics) as well as an overview of the scenario. Each of these reports can also be accessed via speed buttons in the Commander Panel (see Section 13.2 below).

Other essential functions found in this menu are items related to overlay graphics. These are graphics that are placed over the map to assist with planning and issuing orders, and are created by an external art program (currently, Paint.NET is most compatible).



- **Scenario Information** – Opens the Scenario Information Staff Report. This covers the Scenario Description and Victory Status & Conditions information. See Section 15.1 below.
- **Operations** – Opens the Operations Staff Report. This covers the

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Mission Briefing, Map Overlay, SITREP (Situation Report), Transport, Engineering, Emitters, Unit Logs, Mission Capable Subunits, and SOP Overview information. See Section 15.2 below.

- **Intelligence** – Opens the Intelligence Staff Report. This covers the Threat Assessment, Enemy SITREP, Reported Kills and Claims, Weather Forecast, EW Report (Electronic Warfare), and Enemy Off-Map Assets. See Section 15.3 below.
- **Fire Support** – Opens the Fire Support dialog. This covers the Fire Support Assets, Fire Missions, Fire Support Control Center, Counter-Battery, and Air Support. See Section 15.4 below.
- **Personnel & Logistics** – Opens the Personnel and Logistics dialog. This covers Staff Alerts, Detailed Unit Status, Reinforcements and Withdraws, and Ammunition. See Section 15.5 below.
- **Off-Map Unit Holding Box [F8]** – Opens a report showing any off-map units (artillery or sensors) you can use during the scenario. See Section 14.5 below.
- **Transport Planner** – Opens a pop-out submenu for the tactical transport systems for both air and land. It defaults to showing the relevant tactical transport planner for the currently selected unit. See **FM03C Tutorial Operations** for more on this advanced planner.
- **Show User Mission Graphics** – Toggles the last-used imported mission graphic to appear over the map. The graphic can be a custom one from the user's clipboard, the game-generated one from the Briefing, or the game-generated one from the Threat Assessment. The graphic can also be loaded into the game from a local file, see below.
- **Copy Map to Clipboard for Mission Graphics** – Copies or "exports" the map with unit counters and markers to the clipboard so it can be imported into a paint program for custom editing. We suggest using Paint.NET in Windows to edit the mission graphics with any desired information. Other programs may not support the import format.
- **Import Mission Graphics from Clipboard** – Loads any mission graphic currently copied to the clipboard from your paint program, provided the image dimensions are identical to the map dimensions

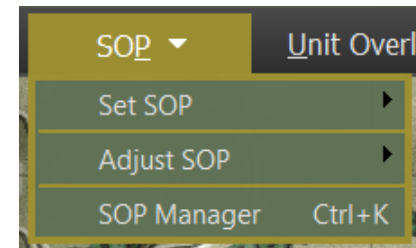
(as exported to the clipboard from above). The game will add the image to show your color graphics as an overlay on the map while turning gray-scale-colored pixels (including white and black) transparent. The game is compatible with the "in-memory" clipboard format from Paint.NET, not with those from MS Paint and Paint3D.

NOTE: The color black will not be shown in the mission graphics.

- **Import Mission Graphics from Briefing** – Loads the pre-made mission graphic from your side's Mission Briefing in the Operations Staff Report.
- **Import Mission Graphics from Threat Assessment** – Loads the pre-made mission graphic from the given side's Threat Assessment in the Intelligence Staff Report.
- **Load Mission Graphics from File** – Loads the pre-made mission graphic from the \Scenarios\ (scenario name) \Custom folder. For the NATO side, the graphic must be named Overlay0.png, and for the Warsaw Pact side, it must be named Overlay1.png.
- **Save Mission Graphics to File** – Saves the currently shown mission graphics to the scenario's Custom folder with the name Overlay0.png for NATO and Overlay1.png for Warsaw Pact. It only saves a single image currently.

11.5 SOP Menu Items

SOPs (Standard Operating Procedures; pronounced ess-oh-PEEZ in short form) are unit instructions on how to behave in certain situations on the battlefield. This menu bar item provides a means to adjust SOP characteristics for selected units or to set SOPs based on the type of unit. It also provides a shortcut to load the SOP Manager.



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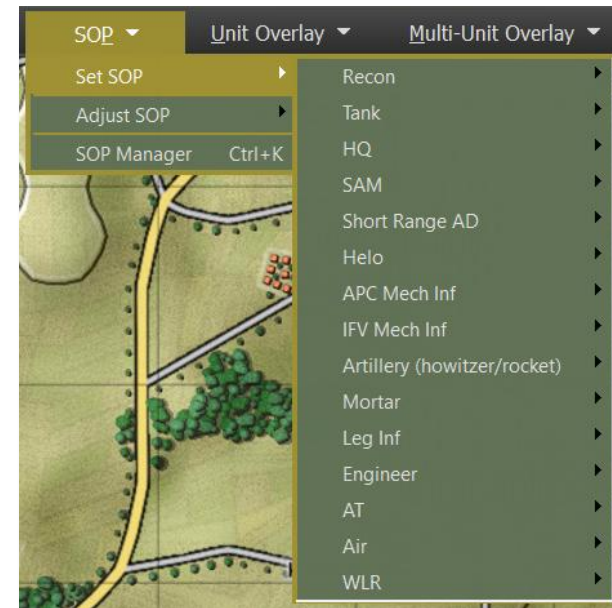
- **Set SOP** – Opens the submenu to set new SOP presets for any units selected. See Section 11.5.1 below. If multiple different unit types are selected, presets pertaining to each type will be displayed.
- **Adjust SOP** – Opens the submenu to adjust SOP presets for different battlefield events. See Section 11.5.2 below. If multiple different unit types are selected, presets pertaining to each type will be displayed.
- **SOP Manager** – Opens the SOP Manager dialog for the selected unit. See Section 23 below.

The Set SOP and Adjust SOP mechanisms are designed to facilitate quick SOP changes. Both work with multiple manually selected units on the map (using **Shift**, **Ctrl**, or **Alt**; see Section 21.9 below for group selections). In contrast, the SOP Manager dialog displays details on one selected unit at a time. It has options to apply changes to specific groups, however (see Section 23 below). Depending on which units need to receive new SOPs, group-selecting on the map and using Set or Adjust SOP can be a smoother action especially for players more familiar with the settings.

11.5.1 Set SOP

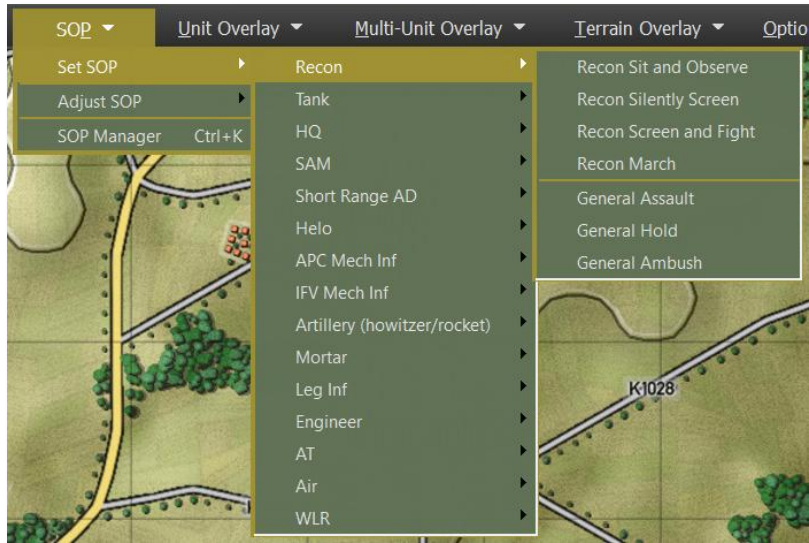
The Set SOP option opens a submenu with a variety of unit types along with arrows to open additional submenus with relevant SOP presets. The presets are based on the unit type and the role(s) it typically performs, and the values that have been set by our team.

The Set SOP submenu is shown below.

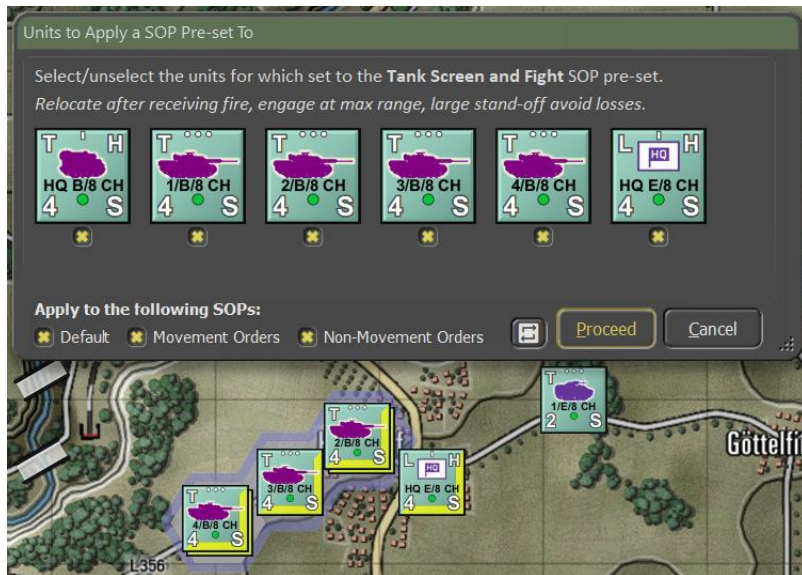


Clicking any of the unit options available opens a second submenu with specific SOPs as shown in the next image using Recon units as an example.

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Selecting an SOP setting produces a confirmation dialog that explains the new selection:



Each counter has a check box underneath to select which units the new SOP applies to.

Along the bottom of the dialog are options to apply the new SOP preset for the current Default orders, all Movement Orders, and/or all Non-Movement Orders. The recycle button quickly inverts the unit selections.

Hit Proceed to apply the changes. If you change your mind and do not wish to apply an SOP preset change, click Cancel.

For more information on SOPs, see Section 23 below.

11.5.2 Adjust SOP

The Adjust SOP selection opens a submenu of SOP options set out as individual items. Here, you can adjust individual SOP settings rather than the entire preset. For any selected unit or units (using **Shift**, **Ctrl**, or **Alt** to select multiple units; see Section 21.9 below for group orders), the change will be applied to those shown as checked in the same style of dialog as the new SOP preset (see previous subsection).



- **Acceptable Losses...** – The unit's/units' willingness to take losses before seeking a change in orders. The settings for this item are Do or Die, Substantial, Moderate, or Minimal.

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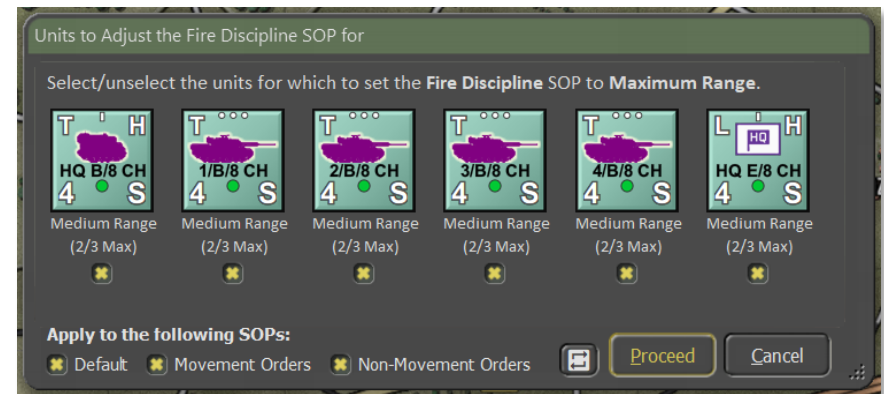
- **Preferred Standoff Range...** – The number of 500 m hexes you wish the unit(s) to maintain distance from any Detected enemy units.
- **Fire Discipline...** – The range or ability to shoot at enemy units with direct fire. The available settings are Refuse Fire, Hold Until Fired On, Point Blank (0 to 1 hex), Short Range (1/3 Max Range), Medium Range (2/3 Max Range), and Maximum Range.
NOTE: This applies to all the unit's/units' weapons.
- **Minefield Contact...** – The unit's/units' response to entering a minefield. The options here are Ignore and Run, where units do not delay and accept the potential for more subunit losses crossing the field; In Stride Breach, where units slow down to follow a leader through the field while trying to avoid mines by traveling in the same tracks; or Stop and Reduce, where units halt and either wait for engineers to remove enough mines to open a path or do the work themselves at a slower rate.
- **Relocate When...** – The condition under which a unit(s) seeks to Scoot to a new location for better protection or to avoid enemy fire. The possible selections are After Each Fire Mission, After All Fire Missions, While Enemy Spotted, After Receiving Any Fire, After Receiving Direct Fire, After Taking Any Losses, After Taking Direct Fire Losses, After Taking Indirect Losses, or Stance Only. Some of these settings work better for certain types of units. The after-fire mission settings work better for artillery, for instance.
- **Movement Preferences...** – The unit's/units' priority for how to travel from waypoint to waypoint. The Hasty Move prefers roads, and Deliberate or Assault Moves mix roads with cross-country terrain. Stricter Movement Preferences can be set by opening the pop-out submenu for each of these options and choosing "Prefer" or "Don't Care" for a number of movement options.

Concealed Movement favors off-road travel and seeks better-covered terrain to move through. Road Movement favors taking roads instead of cross-country routes. NBC Avoidance chooses paths that go around nuclear, chemical, and biological contamination to prevent ill effects. Direct Path preference means that getting to the destination takes priority over Concealment, Road, and NBC avoidance

preferences and units will travel through potentially risky hexes if necessary.

- **Passengers Disembark...** – The number of 500 m hexes you wish to have passengers disembark when At Range From End of Path and At Range From Enemy. See Section 23.5 below for details on transport-related SOPs.
- **Carriers, when Empty...** – The action carriers take after passengers have disembarked. They can Support Passengers or Hide Nearby when they are empty. See Section 23.5 below.
- **Direct Support Priority to...** – Who receives direct support from the selected unit(s). Support can be directed to All Units, the Same Group (or Lower), or Nobody (Refuse Request). See Section 23.3 below for combat SOPs.

Once any of the above SOP adjustments are selected, the following confirmation dialog appears. The SOP setting being adjusted shows in the green title bar. Check boxes under each counter allow you to select which units the SOP adjustments apply to.



At the bottom, there are options to apply the adjustment to the current Default order, all Movement Orders, and/or all Non-Movement Orders. The recycle button quickly inverts the unit selections in the dialog.

When you are ready to apply changes hit Proceed to apply the changes. If you change your mind and do not wish to apply an SOP preset

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change, click Cancel. For more on SOPs, see Section 23 below.

11.5.3 SOP Manager [Ctrl+K]

The SOP Manager selection opens the Standard Operating Procedures dialog which shows all the SOP settings in one form-style window with a more comprehensible view. SOPs can be set per unit, per groups of units, per waypoint, or per group of orders, and multiple settings can be changed at the same time via the manager.

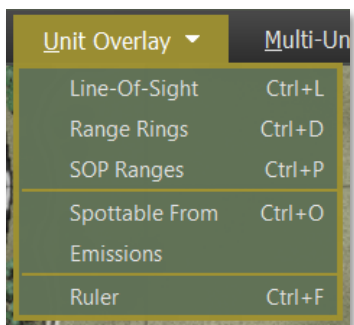
Your forces come with pre-existing SOPs so that adjusting these in detail is not required to start shooting or playing the game. There are many ways to customize and craft highly-tailored SOPs for more advanced players.

The SOP Manager's advantage over the Set and Adjust submenu options is that the new procedures can be set to Also Apply To a number of options: Subordinates, Other Unit Types, Other Selected Units, or Future Orders. A breakdown of this manager can be found in Section 23 below.

11.6 Unit Overlay Menu Items

Overlays are helpful on-map graphics that show a variety of information for the selected unit. Overlays include Line of Sight (Section 11.6.1), the ranges for weapons and Spotting (Section 11.6.2), SOP ranges (Section 11.6.3), where a unit is Spottable From (Section 11.6.4), any Electronic Emissions (Section 11.6.5), and a Ruler (Section 11.6.6). Some of these can be used in combination on the map.

Each are described in turn below.



11.6.1 Line of Sight [Ctrl+L]

Selecting this option brings up the Line of Sight (LOS) overlay and the basic Detection, Classification, and Identification rings for the selected unit. Hexes are overlaid with various shades of green based on how good the visibility is for that hex. The brighter the green, the better the visibility. The color and transparency can be changed in User Preferences ([F2], see Section 3.4 above).

Each hex also shows the visual capability values. Higher numbers mean a better chance to Spot enemy units that may be in that hexes. Hexes inside the hard outline are within weapons range. See Section 24 below for more details on LOS and the Spotting of units.

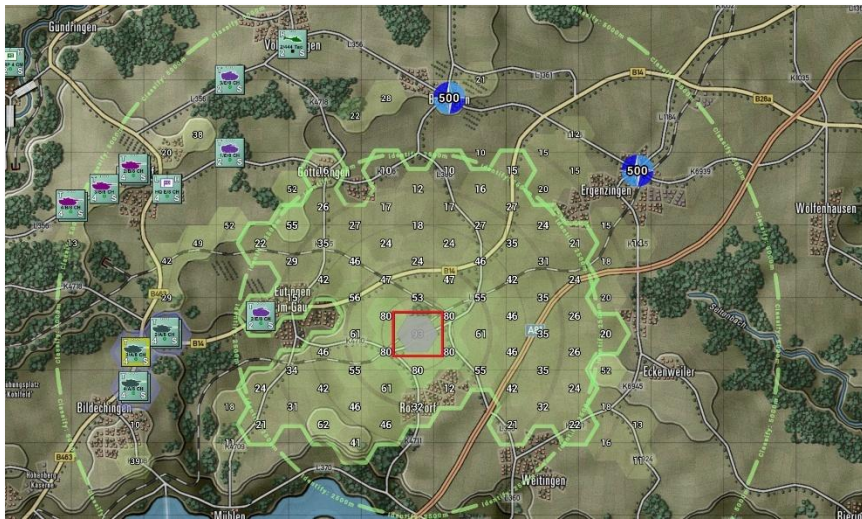


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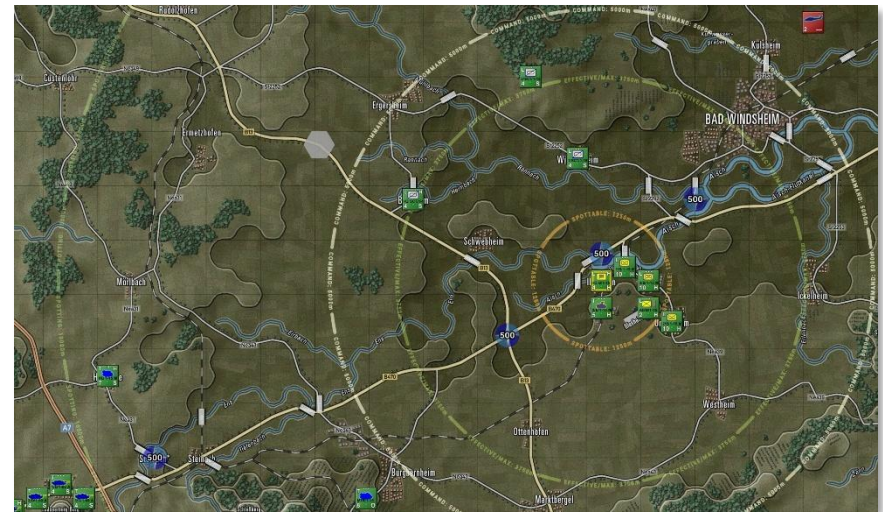
In the LOS overlay, the range ring for Detection (not shown, as it extends far) notes the maximum range under perfect conditions that an enemy unit of some type can be detected. Once inside the Classification range (outer ring on the images above and below), the Detected target's type can be determined (e.g., tank or infantry unit, etc.). Once inside the Identification range (the inner ring on the images), the exact type of enemy unit can be determined (e.g., the tank is a T-80BV).

NOTE: The Line of Sight can also be viewed from any hex by **Shift** + left-clicking on the hex you wish to check.



11.6.2 Range Rings [Ctrl+D]

Selecting this option brings up the Range Rings overlay on the map for the selected unit. Rings include the Spottable From range (thermal and radar distances will be more prominent in most cases), the weapons' Effective/Max ranges, Command range, and the max Spotting range based on the environmental conditions. The color and transparency of these lines can be changed in User Preferences ([F2], see Section 3.4 above).

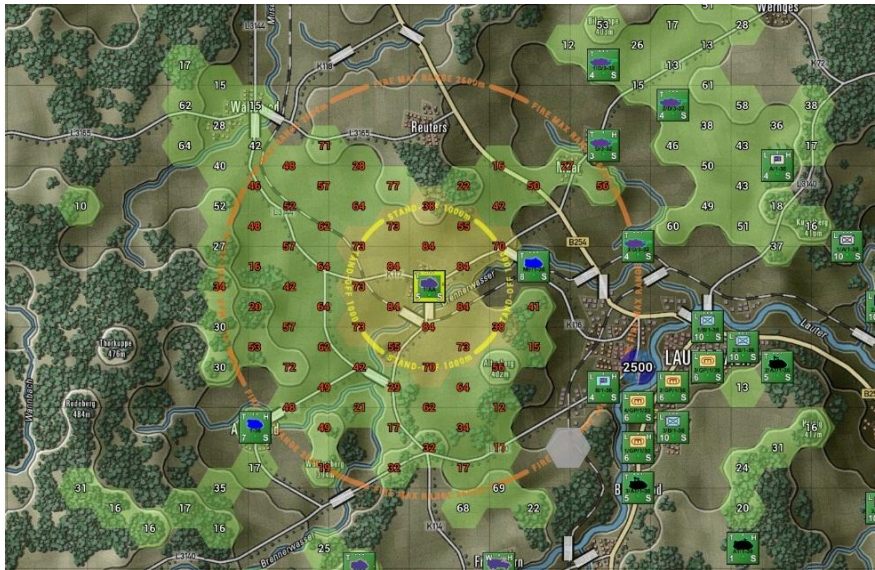


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11.6.3 SOP Ranges [Ctrl+P]

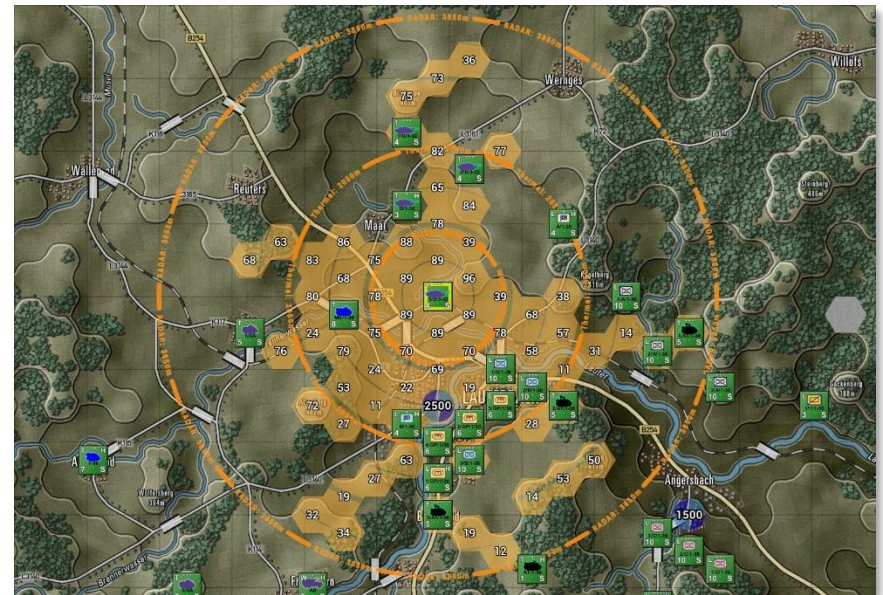
Selecting this option brings up the SOP-related Ranges overlay for the selected unit. This includes the unit's Stand-Off and Max Fire ranges. The yellow hexes show the unit's Line of Sight within Stand-Off range while the green hexes show the extent of the Spotting range. Hexes with red numbers are within the selected unit's weapons' firing range. Higher numbers are more advantageous.



11.6.4 Spottable From [Ctrl+O]

Selecting this option brings up the Spottable From overlay for the selected unit. This shows the various ranges and types of systems (visual, thermal, and radar) that the unit is possibly visible to and the hexes where Line of Sight exists. Unit size, movement, firing, and other factors impact these ranges. The color and transparency of this overlay can be customized in Game Colors under User Preferences ([F2], see Section 3.4 above).

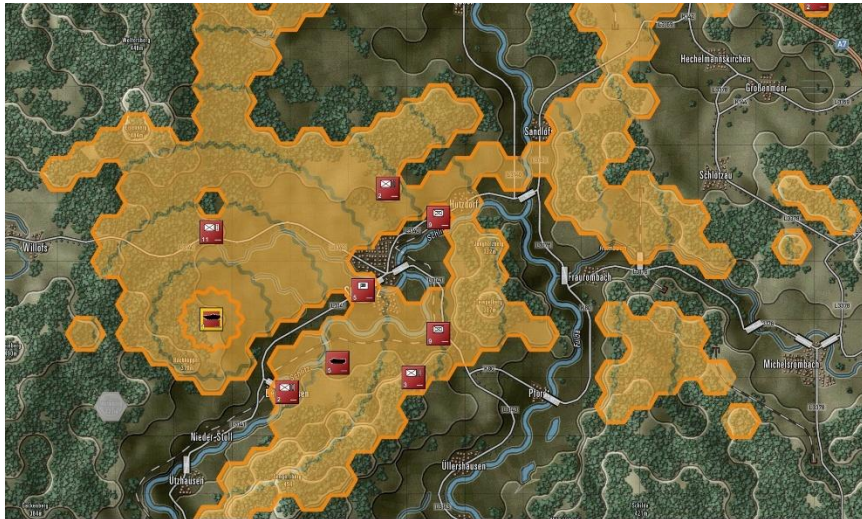
NOTE: Check the selected unit's Spottable From ranges in any hex by **Shift** + left-clicking on the hex you wish to review. The information changes based on the type of terrain in that hex (see Section 11.8 below).



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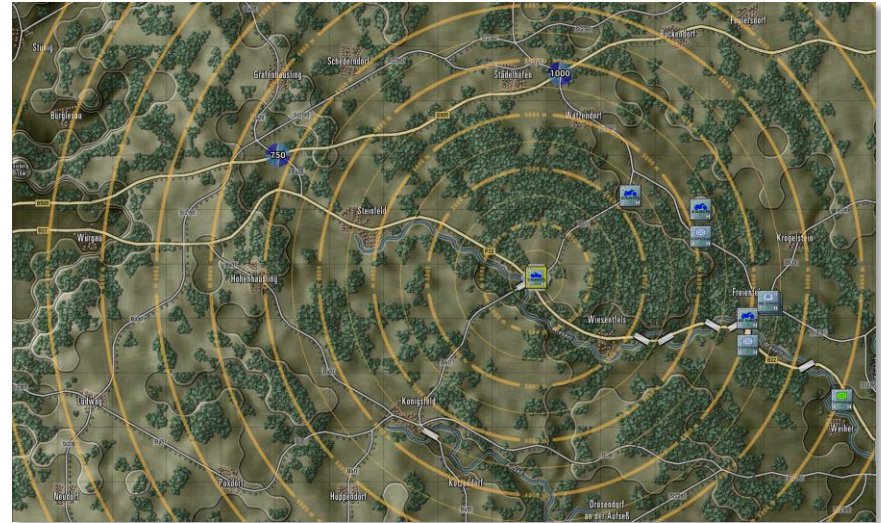
11.6.5 Emissions

Selecting this option brings up the electronic Emissions overlay for the selected unit if it is emitting (if it is not emitting, no overlay will appear when this is turned on). This shows the electronic Line of Sight of the emitting unit with some form of radar (air search or ground search that system turned on; see Section 15.2.6 below).



11.6.6 Ruler [Ctrl+F]

Selecting this option brings up the Ruler overlay to assist with measuring distances on the battlefield. This shows rings radiating from the selected hex in darker/thicker 1000-meter circles with additional thinner rings marking 500 meters up to the first 5000 meters.



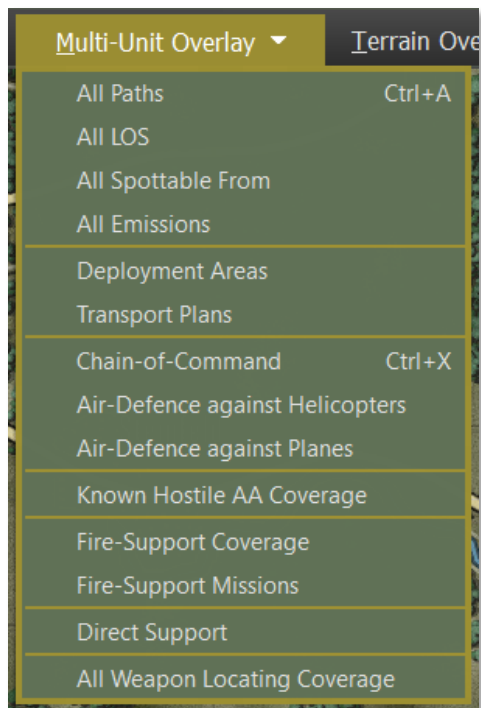
NOTE: Check the Ruler from any hex by **Shift** + left-clicking on the hex you want to review.

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11.7 Multi-Unit Overlay Menu Items

Multi-Unit Overlays are helpful on-map graphics that show a variety of information for all units at once including Paths, Lines of Sight, Ranges for weapons and Spotting, Electronic Emissions if any, Deployment Areas, and Transport Plans. There are also functions to show Chain of Command, Air Defense coverage against Helicopters and Planes, Fire Support Coverage and Missions, Direct Support assets, and All Weapon Locating Coverage. Known Hostile Air Assault Coverage can also be displayed. Some of these can be used in combination on the map.

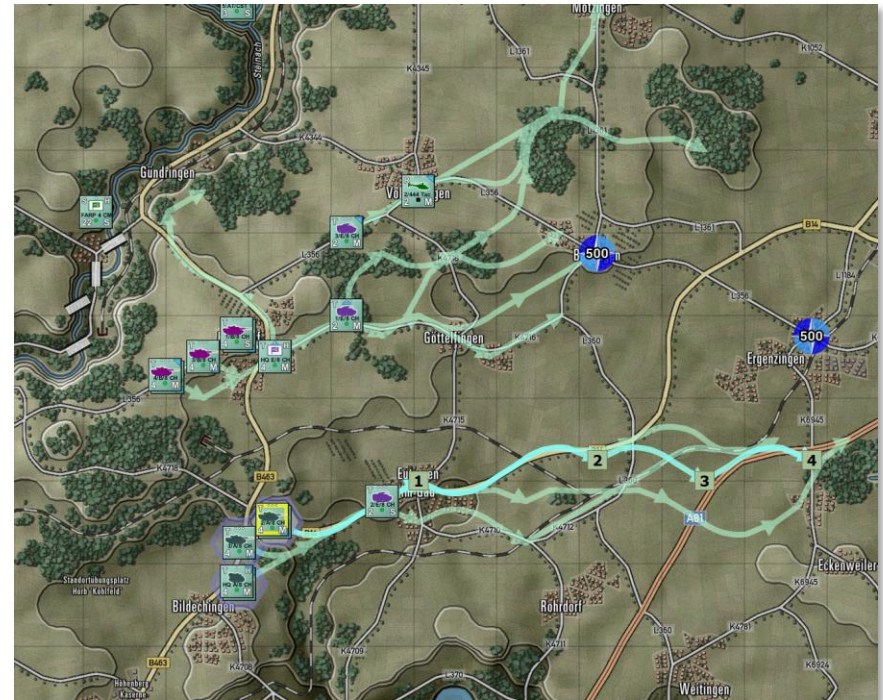
NOTE: Many of the following functions also show the currently selected unit's overlay as it would appear in other hexes by **Shift** + left-clicking in the hex of interest. This can be very useful when planning locations for things like Air Defense or looking at variations in Line of Sight at different map locations.



11.7.1 All Paths [Ctrl+A]

Selecting this option brings up the active paths for all units that have been given Movement orders. The currently selected unit has a brighter line and shows its waypoints. The color, width, and transparency of these lines can be customized in Game Colors under User Preferences ([F2], see Section 3.4 above).

NOTE: Primary orders for each unit can be glimpsed by checking the Movement markers present along the edges of the counters (see Section 17.1 below). For example, a blue triangle along one edge or in a corner indicates the direction a unit will advance with Deliberate Movement.



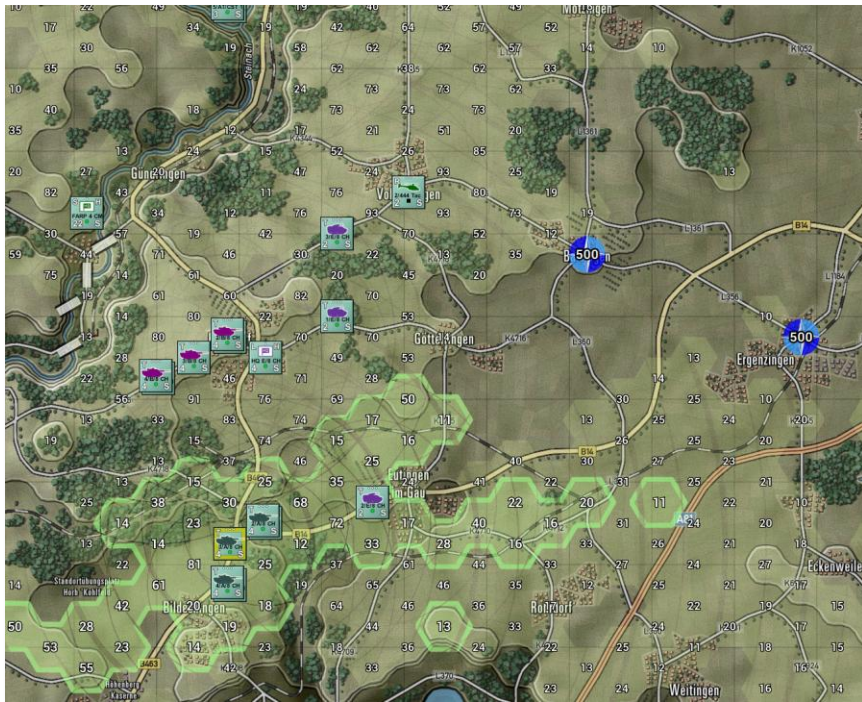
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11.7.2 All LOS

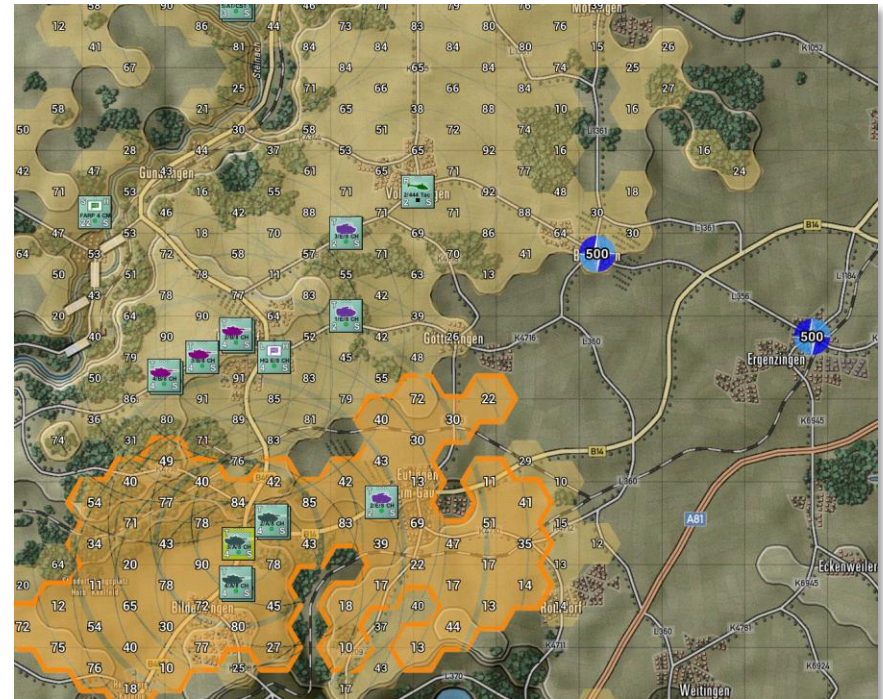
Selecting this option brings up the combined Line of Sight (LOS) overlay for all on-map units. The highlighted unit shows its LOS with a thick green outline. Clicking around to different units shows which hexes their LOS falls over. The appearance of this overlay can be changed in Game Colors under User Preferences ([F2], see Section 3.4 above). Adjusting the transparency slider will help the non-selected units' overlays appear darker.

The numbers in the hexes represent the visual capabilities of that hex. Higher numbers mean a better chance to Spot enemy units from those hexes. Hexes inside the hard outline are within weapons range. See Section 24 below for more details on LOS and the Spotting of units.



11.7.3 All Spottable From

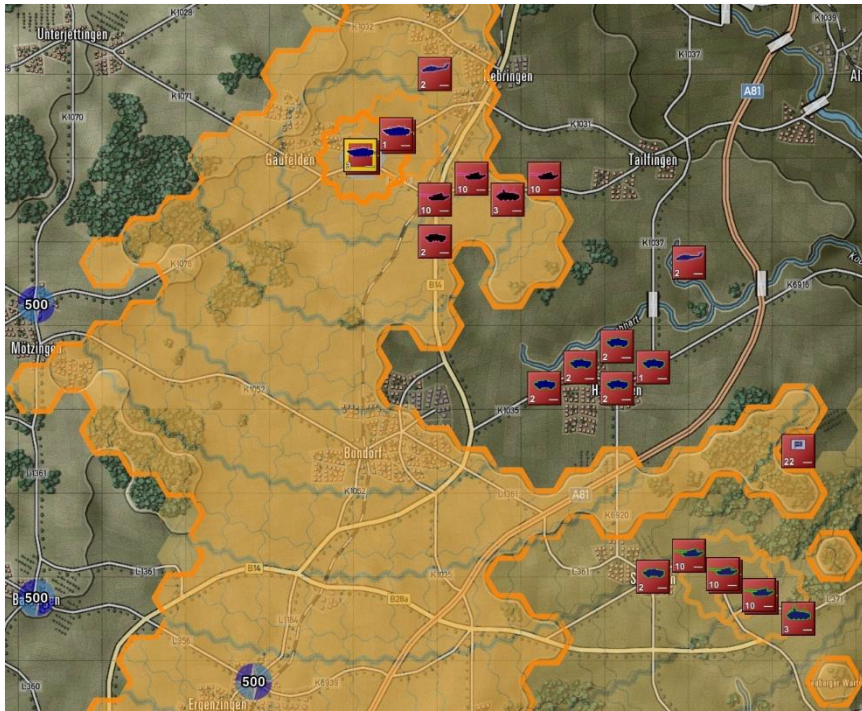
Selecting this option brings up the combined Spottable From overlay on the map for all on-map units. The selected unit's Spottable From range is inside the thick hex outline and has a brighter color. The multi-unit overlay does not display range rings like the individual unit overlay does (see Section 11.6.4 above) but the orange hexes still represent where various ranges and types of systems (visual, thermal, and radar) would be able to Spot a unit from. Unit size, movement, firing, and other factors impact the ranges. The color and transparency of this overlay can be customized in Game Colors under User Preferences ([F2], see Section 3.4 above).



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11.7.4 All Emissions

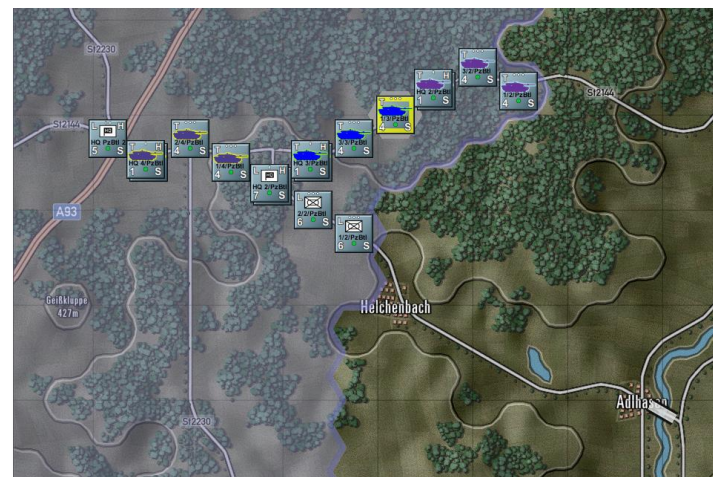
Selecting this option brings up an overlay of All Emissions present. This shows the coverage for all emitting units on-map. The selected unit's emissions are outlined with thick hex edges and the unit itself has a wavy circle around it.



In cases where a unit has an emitter but it is turned off, the unit will have a gray wavy circle drawn around it as shown to the left. See Section 15.2.6 below for how to turn emitters on and off.

11.7.5 Deployment Areas

Selecting this option toggles the setup zones off and on during the initial setup phase only. Drag and drop counters into any of its shaded hex area during this initial set up phase. Deployment Areas are only active for the initial deployment (start of the game) and will be grayed out for the rest. The color and transparency for both sides can be customized in Game Colors under User Preferences ([F2], see Section 3.4 above).



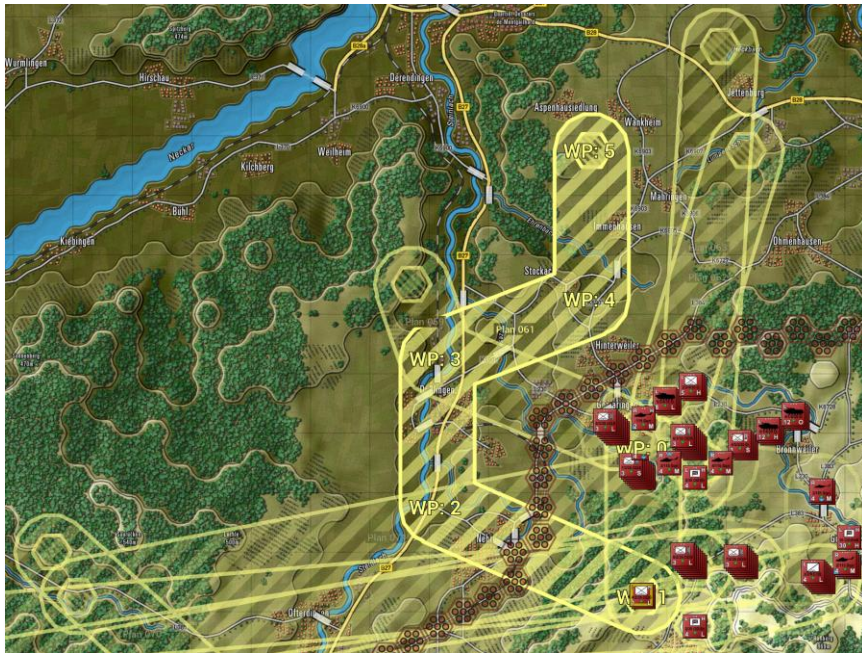
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11.7.6 Transport Plans

Selecting this option displays simplified routes for all planned transport missions that currently exist (in progress or planned). This makes it easier to visualize where the movement corridors are placed on the map in relation to each other, including the load/unload locations (marked by a small outlined hex with diagonal hatch in the opposite direction), as shown below. This overlay is yellow for air and teal for land, with thick diagonal hatches that forms a wide path from waypoint to waypoint. The currently selected unit's path is a slightly brighter yellow/teal and each waypoint is labeled with WP followed by the corresponding number, up to six. Transport units may adjust their routes between waypoints as necessary so these corridors serve as references only.

See **FM03C Tutorial Operations** for more on this advanced planner.



11.7.7 Chain of Command [Ctrl+X]

Selecting this option brings up the Chain of Command ring overlay. Chain of Command refers to how orders are given and received by units and headquarters (HQ). As shown below, the highest HQ shows lines of command to the next lower-level HQ when selected. Solid lines indicate units in range. Dashed lines indicate either a subordinate HQ or a unit that is out of range. The HQ command ranges are drawn as circles. Units outside of the command range face additional delays in orders and reduced resupply. Some units, like recon units, can operate at full capacity at any range.

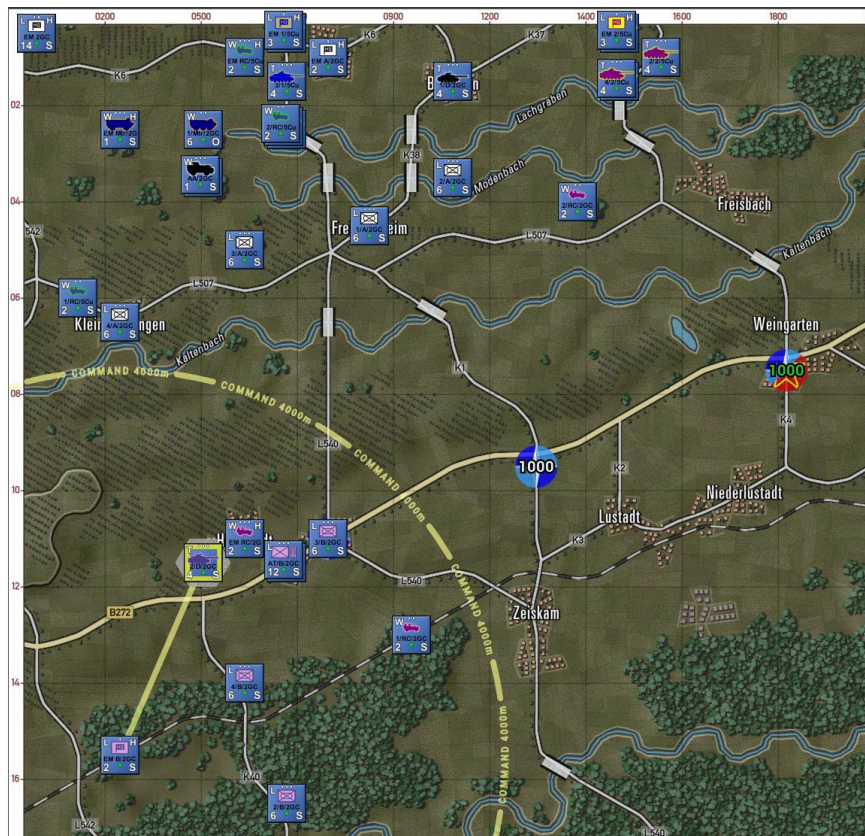


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The above image also shows a darker line connecting the selected HQ to the higher-level HQ while lighter lines extend from the selected HQ to its lower-level subordinate units. The HQ command ranges are drawn as circles which are also shaded by superiority (darker = higher up).

In the next picture, one of the subordinate units has been selected. A darker line extends to that unit's HQ and a darker circle shows the extent of that HQ's command radius. Selecting other subordinate units will show a similar relationship to their local HQ.

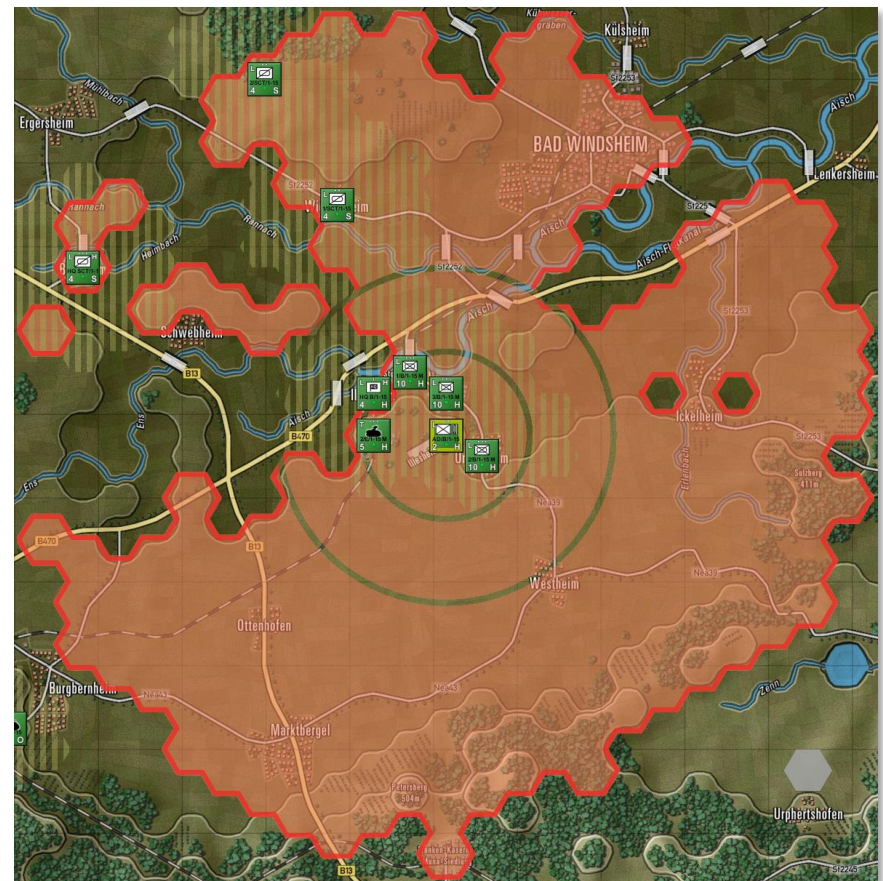


The color and transparency of subordinate command lines can be customized in Game Colors under User Preferences ([F2], see Section 3.4 above).

11.7.8 Air-Defense against Helicopters

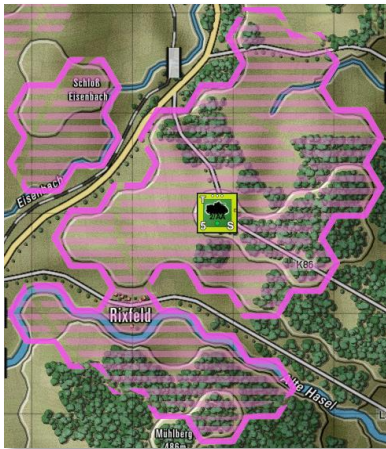
Selecting this option brings up the Air Defense overlay for protection against on-map helicopters or drones (assumed to be flying very low and defensively) for all air-defense-capable units in your force. Depending on the type of unit selected, there are three types of overlay effects shown.

First, selecting a unit with an air defense Surface-to-Air Missile system (SAM; see Section 25.5 below) shows hex coverage with a red-filled overlay and the range of the selected unit is outlined with thick hex edges, as shown below.



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Second, selecting a unit with an air defense gun system (Flak; see Section 25.5 below), shows hex coverage with an overlay of horizontal hatched pink lines and a thick outline, as shown below on the left.

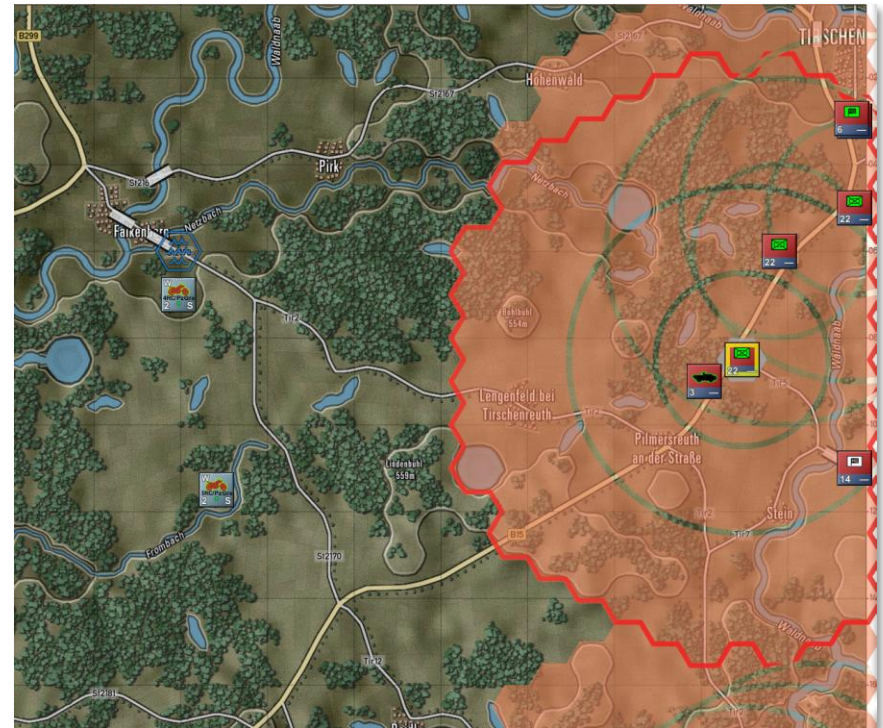


Third, selecting a unit with an Air Defense Limited (ADL) system (like an anti-air machine gun or auto-cannon; see Section 25.5 below), shows hex coverage with an overlay of vertical hatched yellow lines and have a thick outline as shown above on the right. These are limited-capability systems as explained in the noted section on Air Defense. ADL weapons engage at a reduced range and only engage air threats approaching them within a 30-degree arc.

11.7.9 Air-Defense against Planes

Selecting this option brings up the Air Defense overlay for protection against off-map aircraft (assumed to be flying low) for all air-defense-capable units in your forces. Depending on the type of unit selected, there are two types of overlay effects shown on the map.

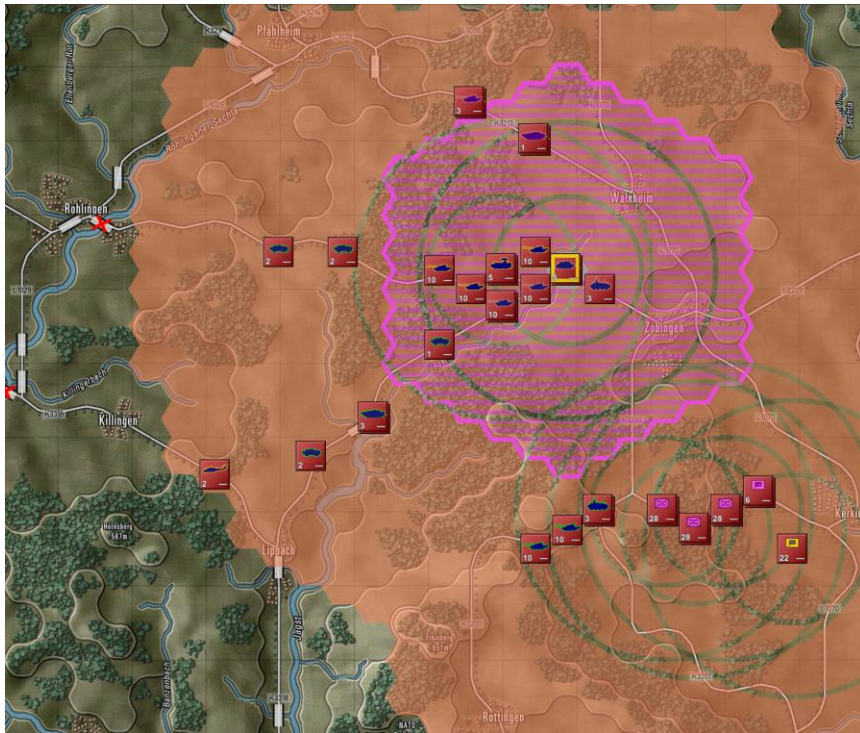
First, selecting a unit with an air defense Surface-to-Air Missile system (SAM; see Section 25.5 below) shows hex coverage with a red-filled overlay and the range of the selected unit is outlined with thick hex edges, as shown in the image below. This is the same style of SAM overlay as described in the subsection above.



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Second, selecting a unit with an air defense gun system (Flak; see Section 25.5 below), shows hex coverage the red overlay as well as a second overlay of horizontal hatched pink lines. The range of the selected unit has a thick hex-edge outline, as shown in the image below. This is the same style of Flak overlay as described in the subsection above.



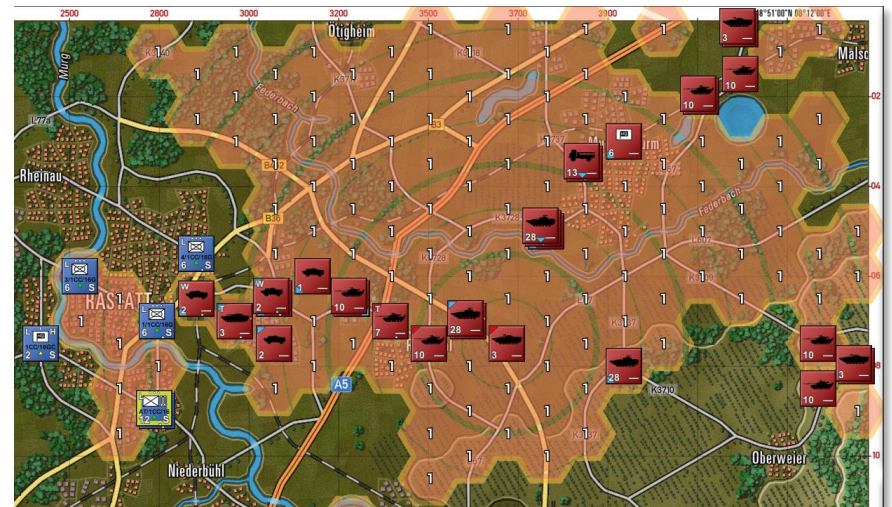
11.7.10 Known Hostile AA Coverage

Selecting this option brings up an overlay for all the hexes that are covered in some way by known (Spotted) enemy air defense units. The elevations and contours of the map have considerable impact on this coverage. This overlay makes it easier to see where the enemy coverage does and does not exist.

Hostile Air Assault Coverage, with Rulers radiating from the location of the known air defense unit(s), takes three different color forms as explained below. The numbers reflect how many hostile systems cover the airspace of the hex in question, which could be surface-to-air missiles, Flak (AAA) systems, or Air Defense Limited (ADL) systems. See Section 25.5 below for air defense information. These white hex numbers will increase when there are overlapping ranges of more than one system, even if they are of the same type.

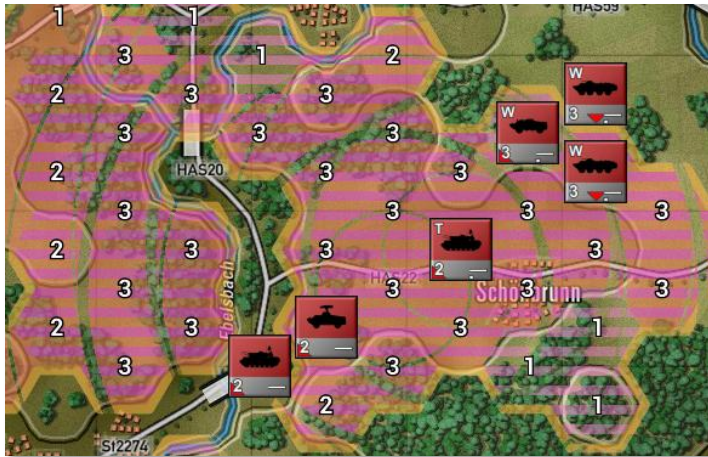
Information on enemy air defense is subject to Fog of War settings (selected during scenario setup, see Section 4.3 above) and the ever-changing presence and movement of enemy units.

Solid orange overlay with lighter edges, and a Ruler drawn in with negative space, indicates surface-to-air missile systems providing coverage as shown below.



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Pink, horizontal hatches indicate AAA guns or Flak systems, as shown below. This overlay does not contain its own Ruler, however one or more may be visible as part of another part of the overlay.

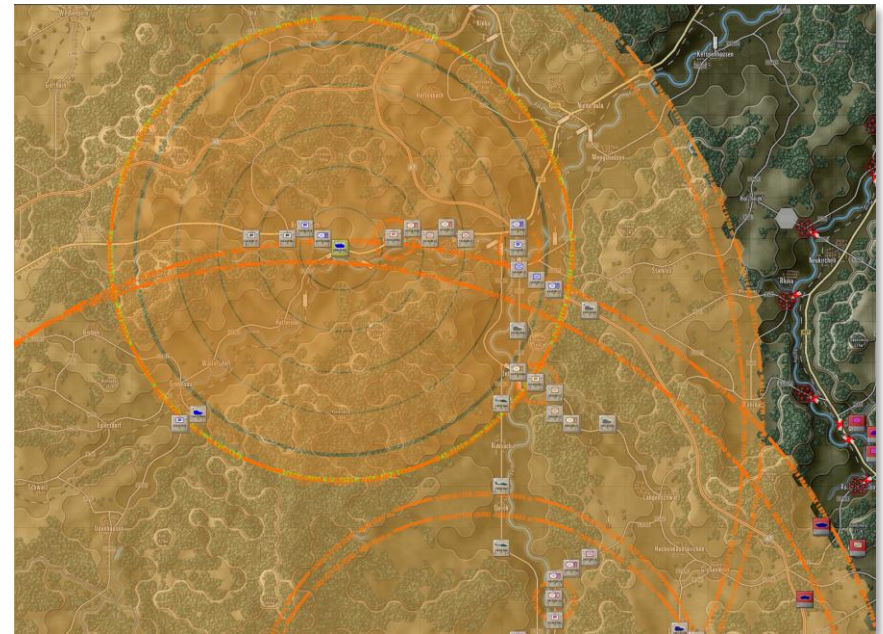


Yellow/light orange, vertical hatched hexes indicate Air Defense Limited (ADL) or point defense systems, as shown below. This coverage is much smaller than the other two and may be harder to see. Hiding the counters (by hitting **Ctrl+U** or using the Counters menu bar item) can help make these hexes more distinguishable.



11.7.11 Fire-Support Coverage

Selecting this option brings up the max firing range overlay for all on- and off-map indirect fire artillery units (mortars, field guns, and rockets). Selecting a unit shows a darkened overlay in the orange-filled hexes for its specific map coverage along with a Ruler (see Section 11.6.6 above). Each ring is labeled with the unit whose maximum firing range it indicates.



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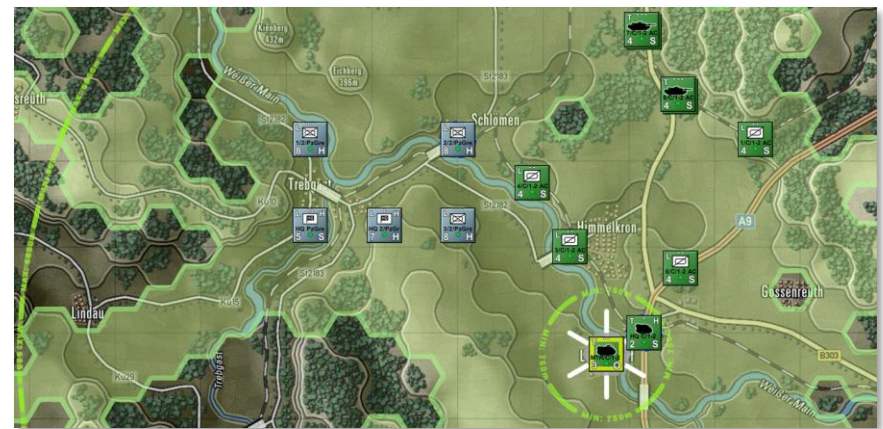
11.7.12 Fire-Support Missions

Selecting this option brings up an overlay showing all of the currently plotted fire missions. An orange solid line goes from each firing unit to the target hex(es). The target hex(es) state the type of mission (Smoke, Chemical, HE: High Explosive, or ICM: Improved Conventional Munitions), the number of rounds to be fired, and the time the mission starts. Lines are drawn for off-map assets based on their off-map locations and target hexes.



11.7.13 Direct Support

Selecting this option brings up an overlay that indicates, given the selected unit, which assets are in direct support and/or which units are directly supported. Direct support (DS) assets either have a white line to the selected unit(s) they are supporting or six short lines in all directions when they are set to support all units. The minimum and maximum ranges of DS assets are also displayed, see images below. Selecting the DS asset highlights hexes in the Line of Sight of all supported units with a thick outline (see 11.7.2 above).



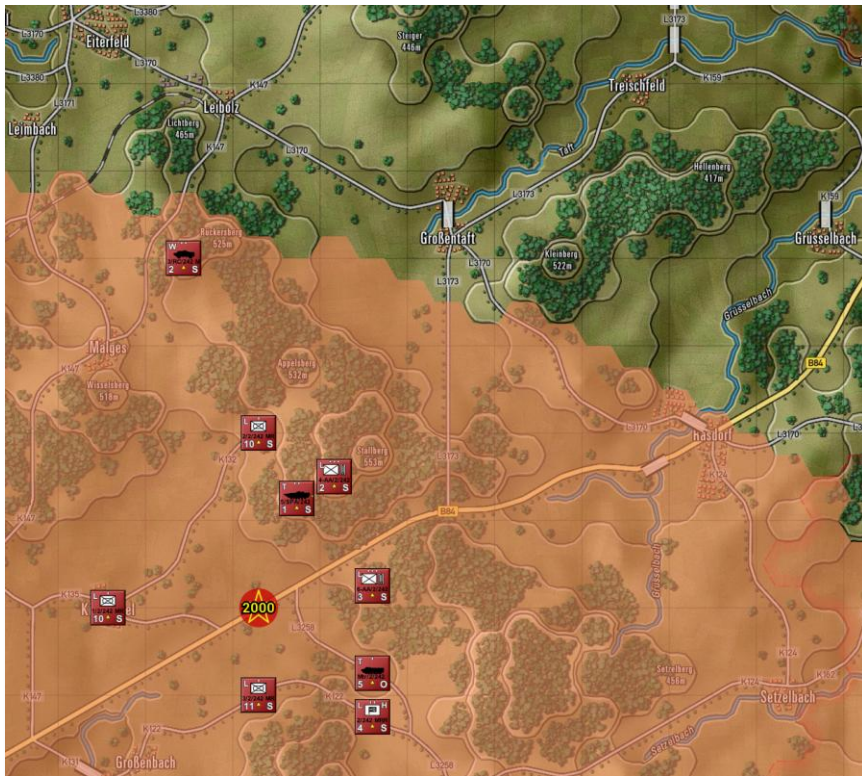
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11.7.14 All Weapon Locating Coverage

Selecting this option brings up an overlay for the area in which friendly Weapon Locating Radar (WLR) can Detect and locate hostile artillery units when these are firing. WLR operates from concealed positions off-map with controlled emission cycles to balance coverage with survivability. Scans can support counter-battery fire, FASCAM delivery, or target updates. Activity records are found in the Fire Support Staff report under Counter Battery (see Section 15.4.4 below). WLR operations are not under player control (see Section 25.4.1 below). WLR coverage is a solid orange overlay for the hexes that are covered by Weapon Locating Radar.

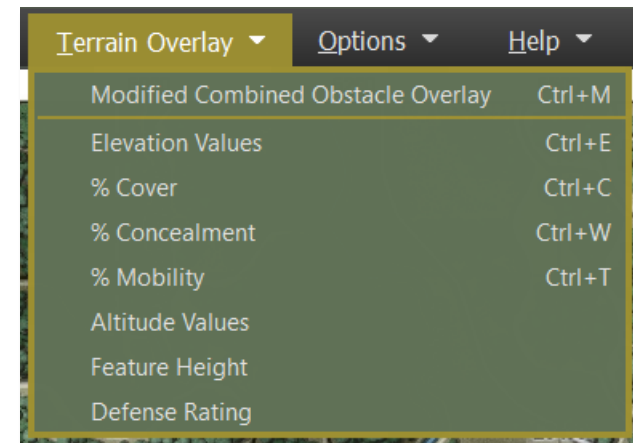
NOTE: Not every scenario has WLR for each side.



11.8 Terrain Overlay Menu Items

The Terrain Overlay Menu has several useful overlays covering various factors of the map and terrain. The most important from a planning aspect is the MCOO (pronounced mah-KOO) or the Modified Combined Obstacle Overlay. Most of the other terrain feature values are permanently visible in the Status Bar as the mouse hovers over different hexes (see Section 12.2 below).

Terrain Overlays also include Elevation Values (Section 11.8.2), % Cover (Section 11.8.3), % Concealment (Section 11.8.4), % Mobility (Section 11.8.5), Altitude Values (Section 11.8.6), Feature Height (Section 11.8.7), and Defense Rating (Section 11.8.8).

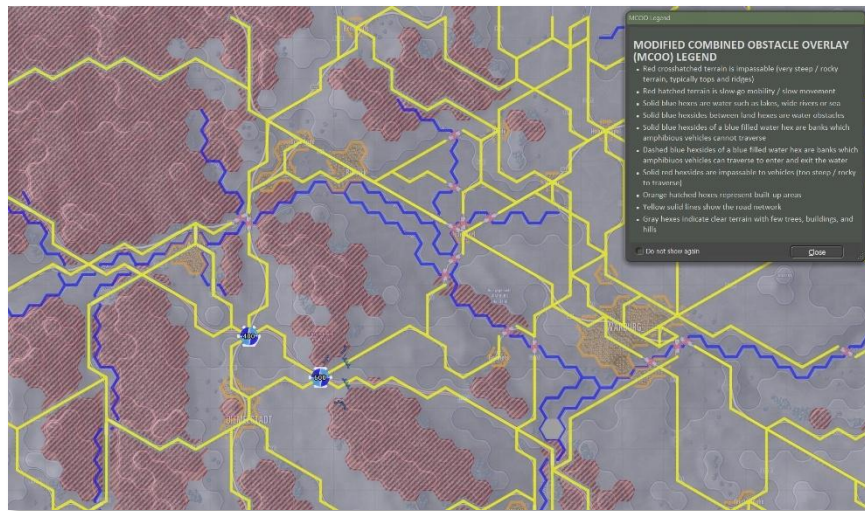


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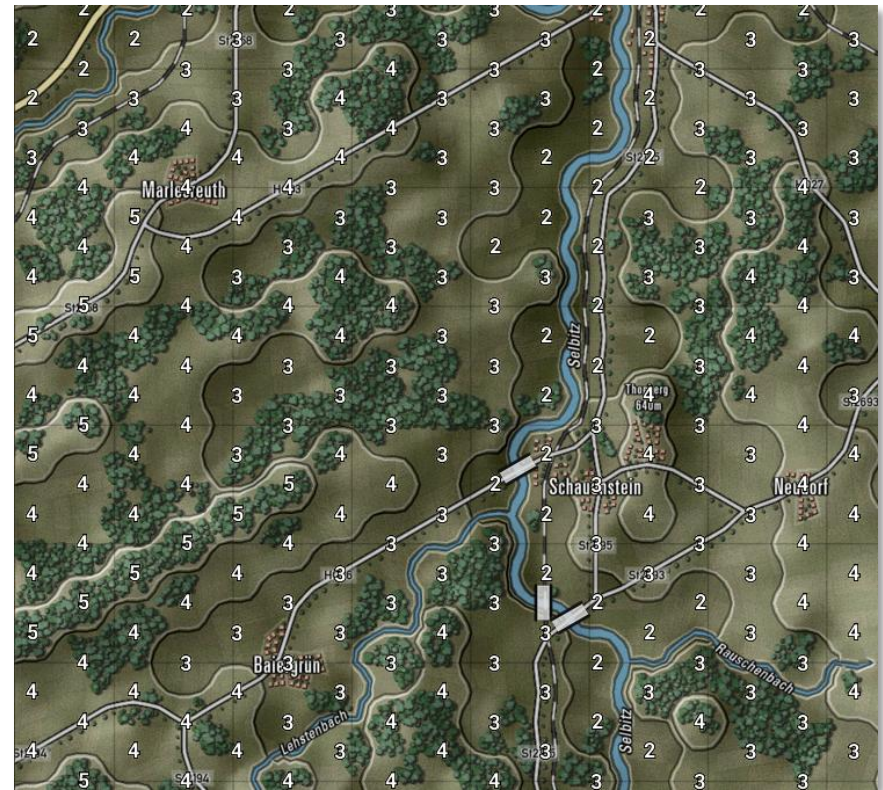
11.8.1 Modified Combined Obstacle Overlay (MCOO) [Ctrl+M]

Selecting this option brings up the MCOO. The overlay shows various colors, hatching, and edges that represent various levels of useful terrain information. A legend pops up to explain the colors and patterns as well as the implications of the various information shown. Use this information to quickly note poor mobility areas, clear lanes of fire, impassible terrain, and good locations to hide recon units. Legend details are also provided in Section 16.12 below.



11.8.2 Elevation Values [Ctrl+E]

Selecting this option shows the Elevation value for every hex on the map in white numbers. Elevations range from 1 to 10 and each increment or decrement represents changes of approximately 25 to 50 meters from ground level. Elevation changes can block Line of Sight and can also impede travel speeds.



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11.8.3 % Cover [Ctrl+C]

Selecting this option shows the Cover rating for every hex on the map in white numbers. Cover ratings range from 1 to 99 percent and represent the terrain's ability to provide Cover from direct or indirect fire, with 1 being no protection and 99 being maximum protection.

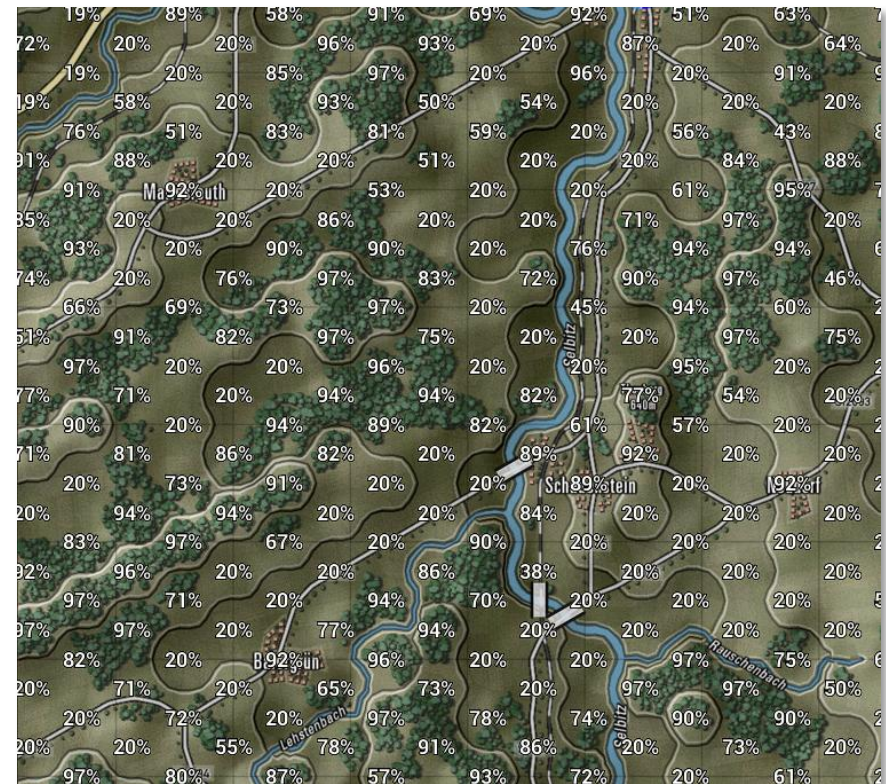
Cover provides shelter and reduces bullets' abilities to hit their targets. It is represented by a shield symbol in the Status Bar's hex information for this reason (see Section 12.2 below).



11.8.4 % Concealment [Ctrl+W]

Selecting this option shows the Concealment rating for each hex on the map in white numbers. Concealment ratings range from 1 to 99 percent and represent the terrain's obstruction of units' Spotting and Line of Sight abilities, with 1 being no blockage and 99 being extreme degradation.

Concealment hampers the ability to be seen but does not provide protection from being shot at. It is represented by an eye symbol in the Status Bar's hex information for this reason (see Section 12.2 below).

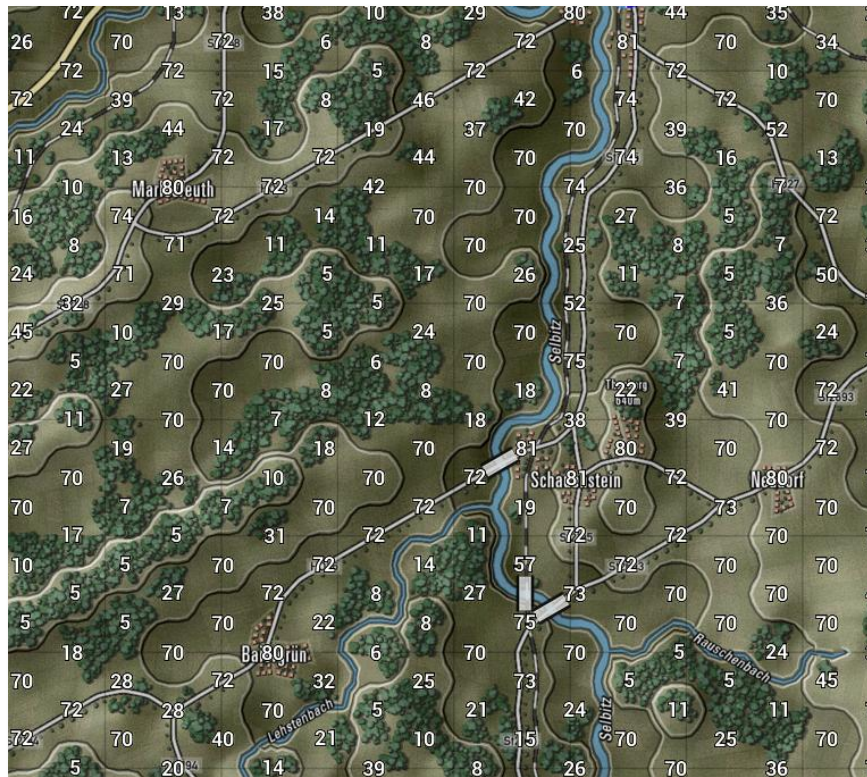


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11.8.5 % Mobility [Ctrl+T]

Selecting this option shows the Mobility rating for each hex on the map in white numbers and reflects off-road factors only. Mobility ratings range from 1 to 99 and represent the influence of terrain features on speed for off-road travel, with lower numbers being slower and higher numbers being faster.

Units using Hasty Movement (i.e., favoring roads) move faster where there are roads and ignore the Mobility rating in favor of the type of road. It is represented by a truck symbol in the Status Bar's hex information (see Section 12.2 below).



11.8.6 Altitude Values

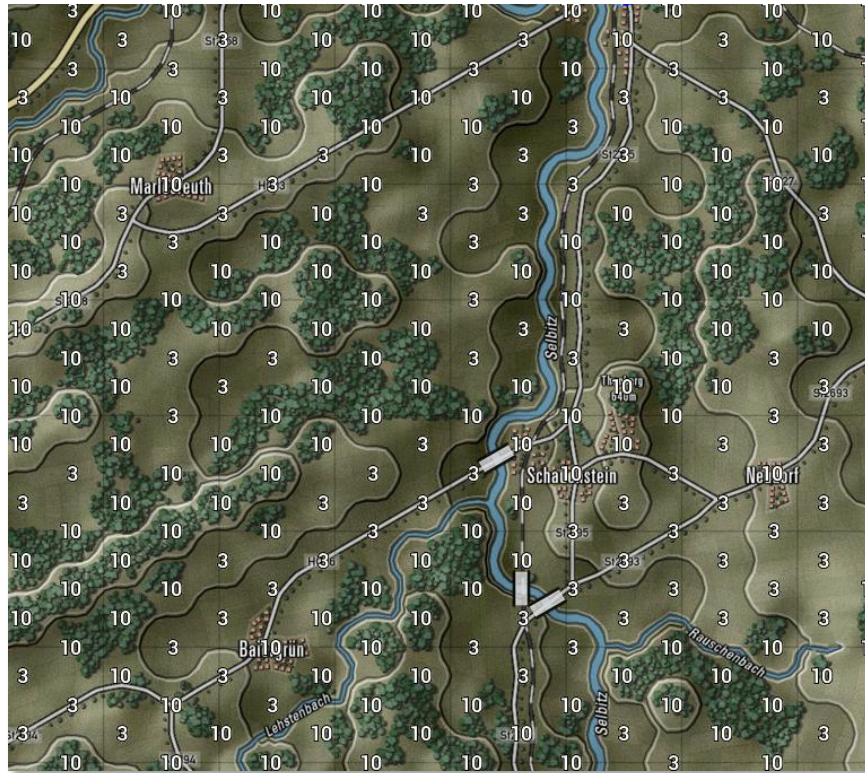
Selecting this option shows the altitude value for every hex on the map in white numbers. The altitude value is the height above sea level in meters. This information is for display only and does not factor into gameplay. It is represented by a mountain symbol in the Status Bar's hex information (see Section 12.2 below).



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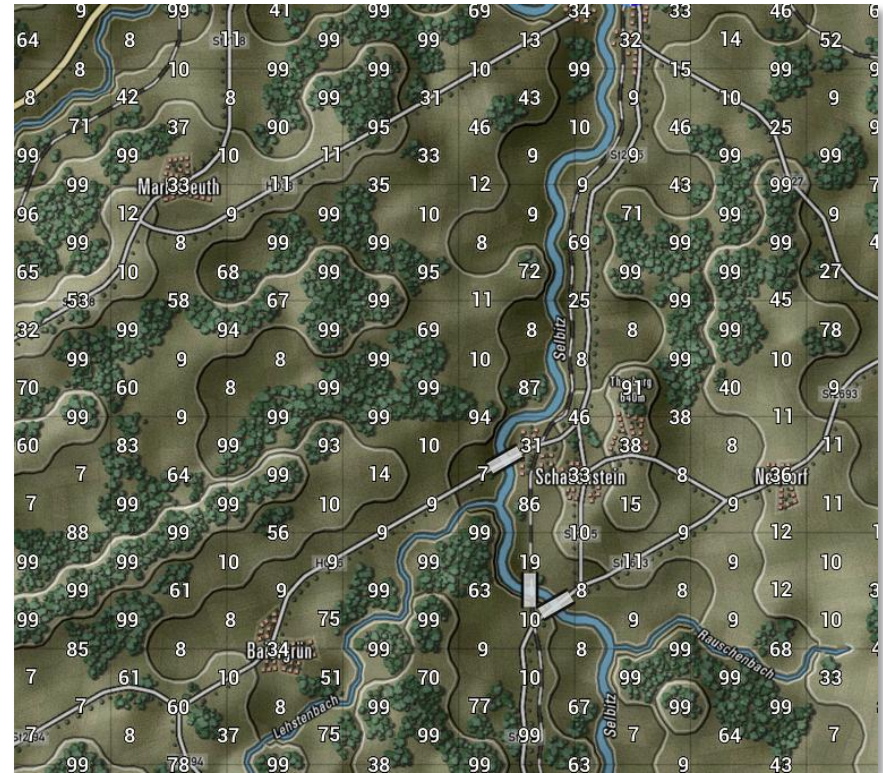
11.8.7 Feature Height

Selecting this option shows the feature height for each hex on the map in white numbers. Heights range from 1 to 10 and are relative measures of how tall objects are in the hex such as trees, buildings, and other elements both natural and constructed (see Section 16.5 below for terrain information). Features with greater heights can obstruct Spotting and Line of Sight.



11.8.8 Defense Rating

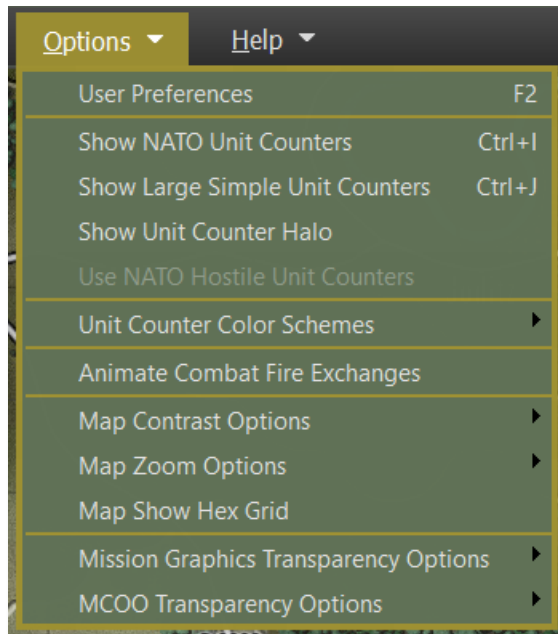
Selecting this option shows a defensive rating for every hex on the map in white numbers. Defense ratings are relative and range from 1 to 99, with 1 being very difficult terrain to defend in and 99 being outstanding terrain to defend in. Defense ratings are based on a number of factors including the terrain ratings covered in this section (see Section 11.8 for overview) in addition to Line of Sight (see Section 11.6.1 above).



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11.9 Options Menu Items

The Options Menu is used to access the User Preferences dialog, change the counters' art style and colors, vary the map to suit your taste, and to present the counters and markers in different ways. You can also change transparency settings for the Mission Graphics (see Section 11.4 above for Mission Graphics information) and MCOO (see Section 16.12 below). Each option is described in turn.



- **User Preferences [F2]** – Opens the User Preferences dialog that has many of the game settings. See Section 3 above for details on what settings are there and what they do.

- **Show NATO Unit Counters [Ctrl+I]** – Displays NATO markers in place of the vehicle silhouettes on all counters. Default silhouette counters are shown on the left below, and NATO counters are to the right. For a rundown of NATO symbols and their meaning, refer to **FM02 Battlefield Primer**.



- **Show Large Simple Unit Counters [Ctrl+J]** – Displays large NATO symbols on all the counters to make the unit type more visible at extreme zoomed-out map levels. These symbols remove some other counter information in order to be larger as demonstrated below. Default silhouette counters are on the left and Large Simple Unit Counters are on the right.



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- **Show Unit Counter Halo** – Displays a thin halo or glow effect around the silhouette art. Default silhouette counters with no halos can be seen on the left below and halo-enabled counters are on the right. Halos are not available for NATO-styled counters.



- **Use NATO Hostile Unit Counters** – Displays NATO-style counters that use a basic rectangle graphic for friendly units and a diamond graphic for enemy units. These shape help make them easier to distinguish at a glance. However, this increases the complexity of their appearance so it is recommended to use them once you are accustomed to them and can decode them at a speed that works for your gameplay. This option is only active while counters are using NATO art.
- **Unit Counter Color Schemes** – Pops out the Unit Counter Color Scheme submenu with options for black/white as well as different color themes. See Section 11.9.1 below for a breakdown on the various color options.
- **Animate Combat Fire Exchanges** – Turns on weapon-based firing animations for direct fire weapons that replace the static “red” and “blue” lines in the default User Preferences. See Section 16.13 below for more details on fire lines.
- **Map Contrast Options** – Pops out the Map Contrast Options submenu to change the appearance of the map’s contrast and saturation. See Section 11.9.2 below for details on the various options in the game to increase contrast.
- **Map Zoom Options** – Pops out the Map Zoom Options submenu. See Section 11.9.3 below for details on the various zoom levels in the game.

- **Map Show Hex Grid** – Draws a light-colored hex grid over the map to better define the hexes.

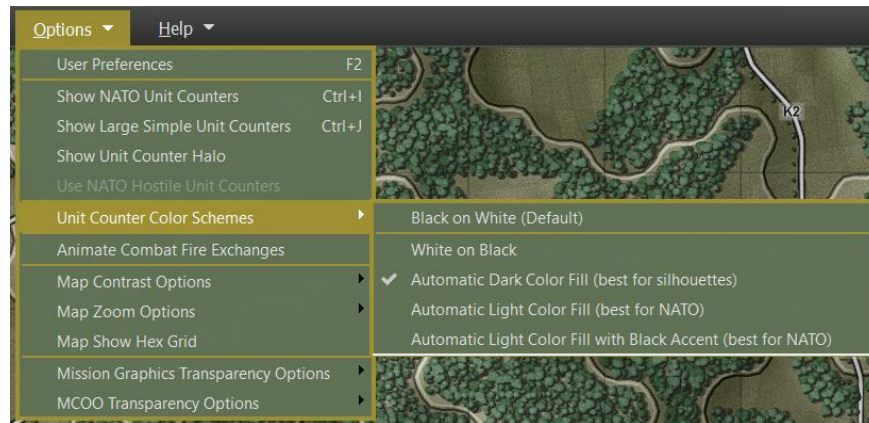


- **Mission Graphics Transparency Options** - Pops out the Mission Graphics Transparency Options submenu for when using graphics to help plan your turn. See Section 11.9.4 below for details on these values.
- **MCOO Transparency Options** – Set the MCOO transparency to 0% (default), 20%, or 40%. The standard MCOO overlay obscures much of the map’s detail by design. Adjusting the transparency allows the player to see more of the underlying map if this is desired (see Section 16.12 below for the MCOO map legend).

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11.9.1 Unit Counter Color Schemes

Along with changing the basic look of the counter art between silhouettes and NATO standard markings, additional counter options change the colors for better identification or contrast depending on your style or need. These settings can be changed at any time the menu is active in the game.



- **Black on White (Default)** – Simple black art or black NATO symbols on a white field.



- **White on Black** – Simple white art or white NATO symbols on a black field.



- **Automatic Dark Color Fill (best for silhouettes)** – Based on formations, each unit gets contrasting dark-color fills, lines, and halos for the silhouettes or the NATO backgrounds. This makes it easier to see what units belong to which formations and HQs.



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- **Automatic Light Color Fill (best for NATO)** – Based on formations, each unit gets contrasting light-color fills, lines, and halos (if applicable) for the silhouettes or NATO symbols.

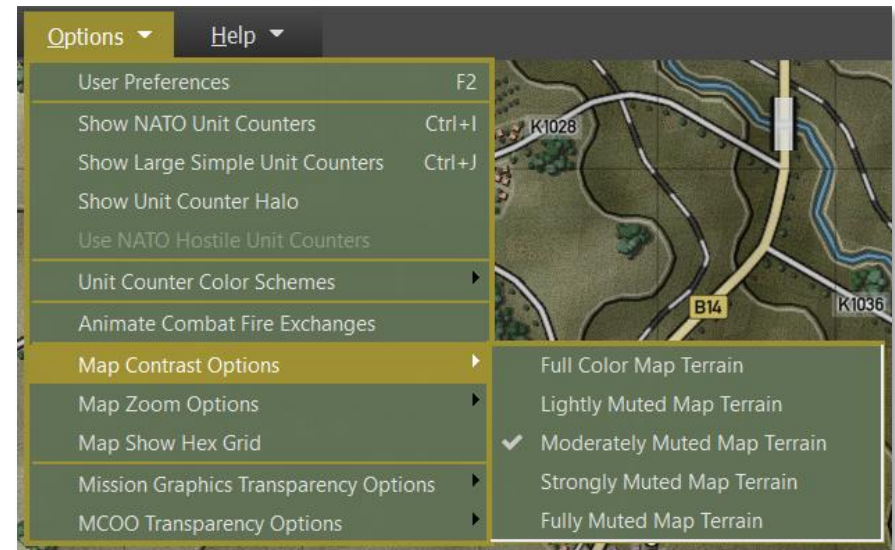


- **Automatic Light Color Fill with Black Accents (best for NATO)** – Based on formations, each unit gets contrasting light-color fills with black fields and halos for silhouettes, or light-color fills with black lines for NATO backgrounds.



11.9.2 Map Contrast Options

These options allow the user to change the level of contrast/saturation (color vibrancy) of the map to make counters and map markers more noticeable. The options include Full Color, Lightly Muted, Moderately Muted, Strongly Muted, and a basic grey scale look with Fully Muted. This setting can be changed any time the menu is active.



- **Full Color Map Terrain** – Shows map in its default color as made.



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- **Lightly Muted Map Terrain** – Shows map with a slight reduction to contrast and saturation.



- **Moderately Muted Map Terrain** – Shows map with a moderate reduction to contrast and saturation.



- **Strongly Muted Map Terrain** – Shows map with a strong reduction to contrast and saturation.



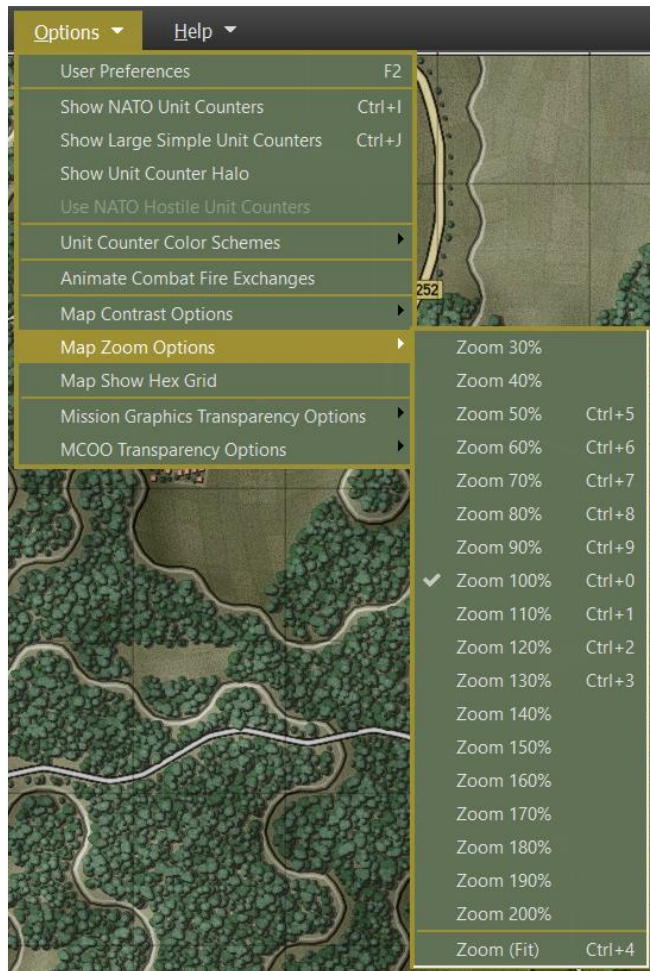
- **Fully Muted Map Terrain** – Shows map with entirely muted saturation, turning the map into a scale.



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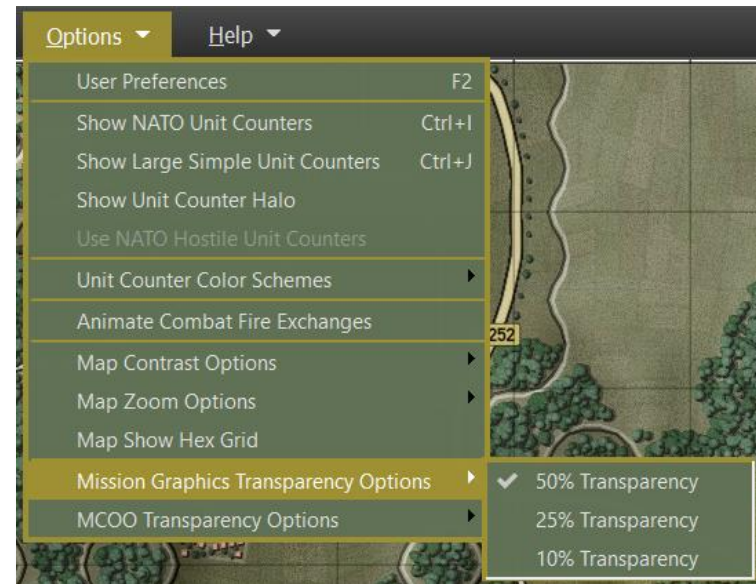
11.9.3 Map Zoom Options

The Map Zoom Options menu item provides the ability to zoom the map from 30% up to 200%. This wide range allows players on very high-resolution screens to zoom in and still see and read counters and the map. The Zoom (Fit) [**Ctrl+4**] option automatically scales the entire map to fit on the screen. There are hotkeys for the basic ranges between 50% and 130% as seen below.



11.9.4 Mission Graphics Transparency Options

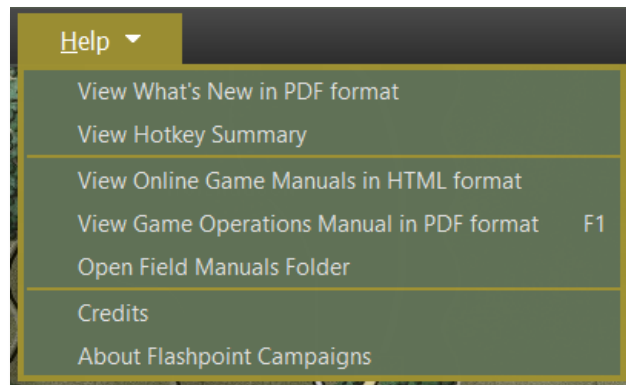
The in-game Mission Graphics Transparency is 50% by default and can be set to be less transparent over the map by selecting 25% or 10% Transparency via this submenu. Lower values make the Mission Graphics appear brighter over the map.



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11.10 Help Menu Items

The Help Menu contains several items to quickly access various game documentation folders. These include options for the PDF of the What's New summary, an in-game Hotkeys Summary dialog, Game Manuals both online in HTML format (opens browser) or locally in PDF format, the Folder for these manuals, the all-important Credits (check it out at least once to see all those responsible for this great game), and the About game information.



12 Status Bar

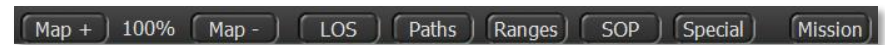
At the bottom of the game screen is the Status Bar. This bar has two areas with different functions and information and are looked at in turn.



In the blank area between the two status zones, the name of the selected unit and any active overlay(s) in use are displayed. This information appears whether the overlay is activated via speed buttons, menu items, or hotkeys.

12.1 Speed Buttons

The left side of the Status Bar has several speed buttons that perform various game functions.



- **Map + and Map -** – Zooms the map in or out. The percentage of current zoom is shown between these buttons.
- **LOS** – Toggles the Line of Sight (LOS) overlay on and off for the selected unit or a **Shift**-selected hex (see Section 11.6.1 above).
- **Paths** – Toggles All Movement Paths on and off for your units (see Section 11.7.1 above).
- **Ranges** – Toggles the range rings on and off for a few features depending on the unit selected, such as Spotting, Spottable, weapons' Max and Effective ranges, and if the unit is a headquarters, then the Command range overlay (see Section 11.7.7 above) is shown as well.
- **SOP** – Toggles the selected unit's SOP-related range rings on or off, showing Stand-Off range and Weapon Firing range areas (see Section 11.6.3 above).
- **Special** – Toggles on and off the last overlay used that is not covered by any of the other speed buttons on the status bar.
- **Mission** – Toggles on and off any custom or loaded Mission Graphic for the scenario (see Section 11.4 above).

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12.2 Hex Information

The right side of the Status Bar shows five symbols with numeric values about the hex under which the mouse cursor is hovering.



- **Hex Icon** – The ID number of the hex. It is the sum of the two map edge coordinate values. As a shortcut, the first two digits also correspond with the east-west (horizontal) grid coordinates, while the last two digits correspond to the north-south (vertical) grid coordinates.
- **Mountain Icon** – The Elevation of the hex, with 00 being water/ground level and going up from there (see Section 11.8.2 above).
- **Shield Icon** – The percentage of Cover in the hex, from 0-99%. Higher values are more Cover (see Section 11.8.3 above).
- **No Eye Icon** – The Concealment capability of the hex, from 0-99%. Higher numbers make it harder to be Spotted (see Section 11.8.4 above).
- **Truck Icon** – The Mobility rating for the hex, from 0-99%. Higher numbers make for quicker movement (see Section 11.8.5 above).

13 Core Game Panels

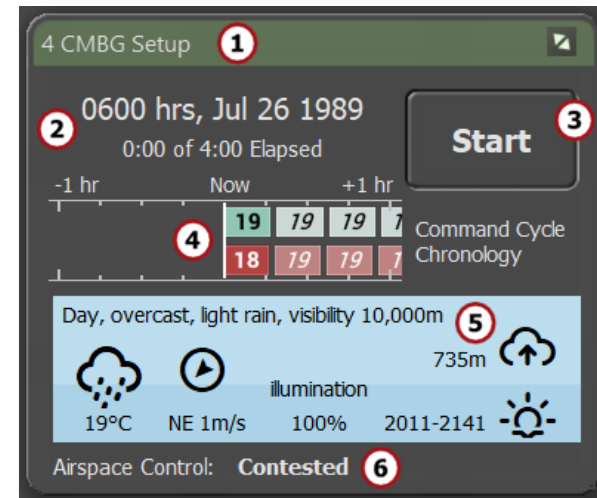
Next to the map are the Core Game Panels. The default location of these panels is positioned along the right edge of the screen, however they can be moved anywhere on screen or onto other screens if available.

The Core Game Panels include the Game Control Panel (Section 13.1), the Commander Panel (Section 13.2), the Spotlight Panel (Section 13.3), and the Mini Map (Section 13.4).

13.1 Game Control Panel

The Game Control Panel contains information critical to the overall play of the scenario as well as the button to Start and Pause play.

The panel can be moved around or moved to another screen for convenience, and reset to its default position by selecting Reset Core Info Panels in the Info View menu bar item.



1. The green title bar states the name of the commanding force. During turn resolution, the title changes to "Turn Resolution."
2. This area shows the time of day, date, elapsed time of the scenario, and the total time limit of the scenario.
3. This is the Start/Pause button that starts turn execution after an orders phase or pauses the resolution if the game is running. Both starting and pausing the game produce a confirmation dialog to Proceed. Pausing the turn resolution can take a moment while the actions in progress finish. A dialog appears when the game becomes paused.
4. This graph shows the command cycles for both sides. The player's side is an exact measure of the command cycle time, and the enemy's is an estimated value.

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5. This area is the weather panel. At the top, the current conditions for Weather (see Section 29 below) and Visibility (see Section 24.3 below) are shown. The furthest left icon shows a Weather icon and the temperature. The next icon is for wind direction and wind speed. Next is the percentage of Illumination (which is vital at night based on the phase of the moon, see Section 24.3 below). The upper right-most icon is the cloud ceiling in meters (if one exists). Finally, the lower right shows what time the next change in the time-of-day cycle takes place (dusk in this case).
6. This area along the bottom provides the state of Air Superiority Control. This shows who is in control of the air space and how strong that effort is.

13.2 Commander Panel

The Commander Panel contains information about your command and has shortcuts to the Staff Report dialogs in the Tactical Operations Center. The panel can be moved around or moved to another screen for convenience, and reset to its default position by selecting Reset Core Info Panels in the Info View menu bar item.



1. The green title bar shows the name of the commanding force.
2. This is the commander's name and rank. This is you as the player.
3. This is the force's badge or flag.
4. This is the national flag of the commanding force.
5. The HQ button calls up the Unit Dashboard (see Section 14.2 below) for the highest HQ unit on the map and highlights its counter, making it the currently selected unit.
6. These buttons can be used to call up any of the Staff Report dialogs (see Section 15 below) as well as the Off Map Assets (OMA) dialog (see Section 14.5 below).
7. This area displays the time of your next orders input cycle in minutes of game time.
8. This area has information related to the overall condition of your force. This includes the current percentage of Starting Force Victory Points (VPs; see Section 15.1.2 below), Electronic Warfare Interference level (see Section 25.9 below), overall Average Readiness of your force (see Section 26.1 below), and a current estimation of Victory Status. Victory status estimation can be turned off in User Preferences ([F2], see Section 3.1.1 above).

13.3 Spotlight Panel

The Spotlight Panel can be set to one of three display modes. First is the Order of Battle (OOB Tree). Second is the Detailed Unit Information for the selected unit. Third is both of these shown at the same time in a Combined View. Each is described below.

Use the **F10** key to toggle between the OOB Tree, Detailed Unit Information, and showing/hiding the whole panel. To switch to the Combined View, press **Shift+F10** while the window is open.

The panel can be moved around or moved to another screen for convenience, and reset to its default position by selecting Reset Core Info Panels in the Info View menu bar item.

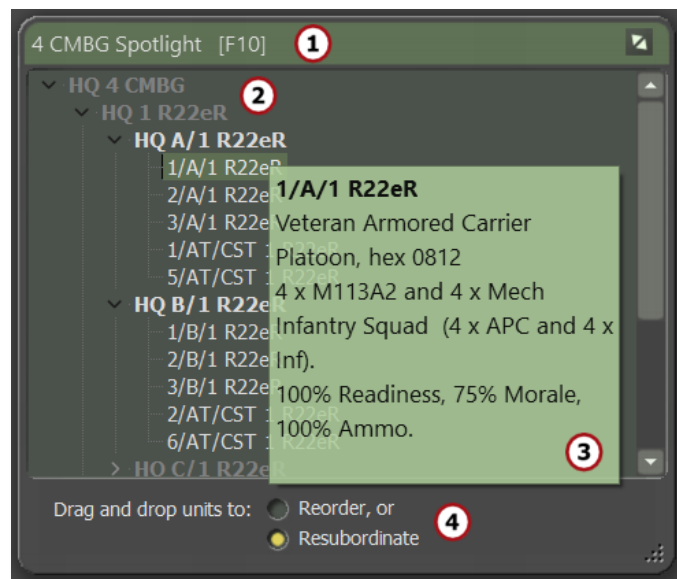
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13.3.1 OOB Tree View

Use the **F10** key to toggle between the OOB Tree, Detailed Unit Information, and showing/hiding the whole panel.

The first Spotlight mode is the Order of Battle (OOB) Tree. It lists the names of each unit in your force and provides information on units when hovering the mouse over them, as well as provides options to (re)organize units.



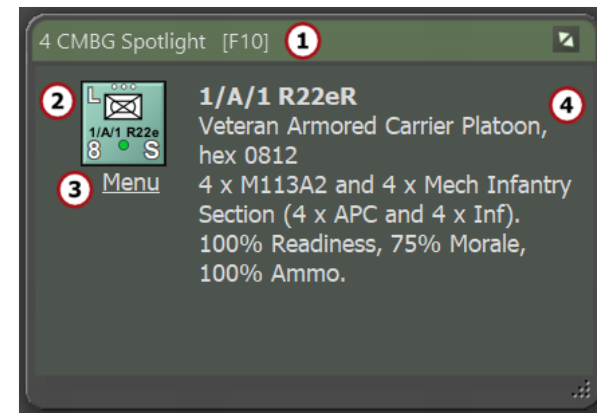
1. The green title bar shows the name of the commanding force being spotlighted.
2. This main window displays your force's order of battle (OOB). Open and close the OOB by clicking on the downward-pointing chevrons to the left of list item names. Clicking on a unit name highlights that unit on the map. Right-clicking on a unit name opens the Unit Popup Menu (see Section 21.1 below).
3. Hover the mouse over unit names in tree view to see the composition of that unit in the tooltip window that pops up.

4. Resubordinate a unit to another HQ or change its order within a formation by left-clicking on the unit and dragging and dropping to a new position in the list. For more details on both actions, see Sections 20.1 and 20.2 below.

13.3.2 Detailed Unit Information View

Use the **F10** key to toggle between the OOB Tree, Detailed Unit Information, and showing/hiding the whole panel.

The second Spotlight mode is the Detailed Unit Information View. It shows a variety of helpful details about one specific unit at a time.



1. The green title bar shows the name of the commanding force being spotlighted.
2. The selected unit's counter is shown.
3. Left-clicking on the Menu text item below the counter opens the Unit Popup Menu to select orders and other unit-related functions and information (see Section 21.1 below).
4. The main window area shows the selected unit's complete ID, training level, type of unit, hex location (column/row grid coordinates), unit composition (by platform name and type), and the unit's Readiness, Morale, and Ammo levels (see Section 26 below).

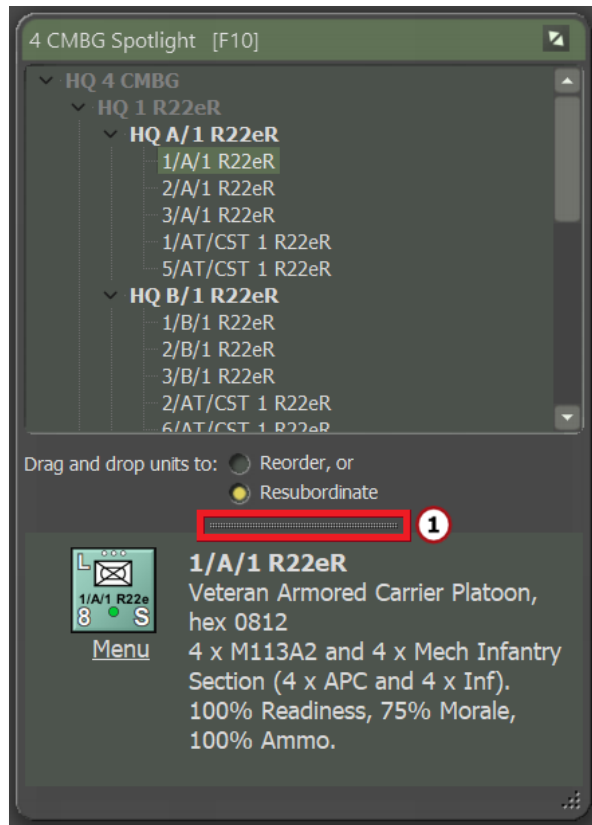
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13.3.3 Combined Spotlight View

Use the **F10** key to toggle between the OOB Tree, Detailed Unit Information, and showing/hiding the whole panel. To switch to the Combined View, press **Shift+F10** while the window is open.

The final Spotlight mode stacks the OOB Tree and Detailed Information View into one Combined view.



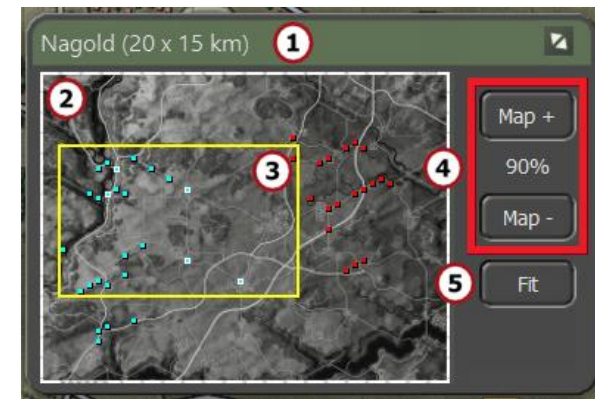
This view combines both windows into a single dialog view with all the information noted in Sections 13.3.1 and 13.3.2 above. The dialog size can be adjusted to accommodate both panels by dragging the bottom right corner or other edges to the desired size. The splitter bar (1)

adjusts the size of both panels relative to each other within the dialog by clicking and dragging it up or down.

13.4 Mini-Map Panel

The Mini-Map Panel (or Jump Map as it is called in many games) shows the entire map (in grayscale), all units (as blue or red squares with dark outlines), and the objectives (as white-outlined blue or red squares based on ownership).

The panel can be moved around or moved to another screen for convenience, and reset to its default position by selecting Reset Core Info Panels in the Info View menu bar item.



1. The green title bar shows the name of the map and its dimensions in parentheses.
2. This is the full Mini-Map in greyscale. Click anywhere on this map to recenter the visible map on the game screen.
3. The yellow outline shows what part of the map is currently visible on screen based on the level of zoom and location on the main map.
4. The Map + and Map - buttons change the level of the map zoom up or down.
5. The Fit button zooms the game map out so all of it fits on the screen.

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14 Info View Panels

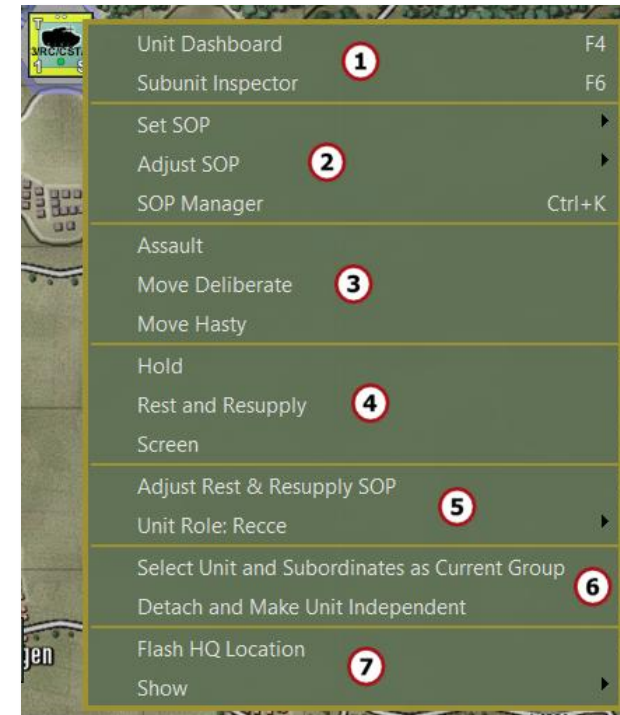
There are five additional panels to use during the game for various functions. These are the Unit Popup Menu (Section 14.1), Unit Dashboard (Section 14.2), Subunit Inspector (Section 14.3), Command Log (Section 14.4), and Off-Map Assets (Section 14.5).

14.1 The Unit Popup Menu

The Unit Popup Menu is the primary means of interfacing with the selected unit(s). Right-click on a unit to bring up the menu. See Section 21.9 below for issuing group orders. Any orders given to one selected unit will also apply to any other selected units.

14.1.1 General Menu Layout

The Unit Popup Menu is divided into seven sections with access to additional information panels, orders, unit assignments, and overlays.



1. The first section has options to open the Unit Dashboard ([**F4**], see Section 14.2 below) or the Subunit Inspector ([**F6**], see Section 14.3 below) for the selected unit.
2. The second section has SOP-related commands. Set and Adjust SOP are covered in Section 11.5 above. The SOP Manager [**Ctrl+K**] is covered in Section 23 below.
3. The third section shows the available orders for the selected unit. The options change based on the unit's capabilities. See Section 21 below for details on orders.
4. The fourth section groups the static (non-moving) orders available for the selected unit, also covered in Section 21 below.
5. The fifth section contains a shortcut to the SOP settings specific to the Rest and Resupply order. Additionally, Unit Role displays the

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unit's current role in the battle. This can be changed via the arrow and submenu that pops out. See Section 18 below on specific unit role information.

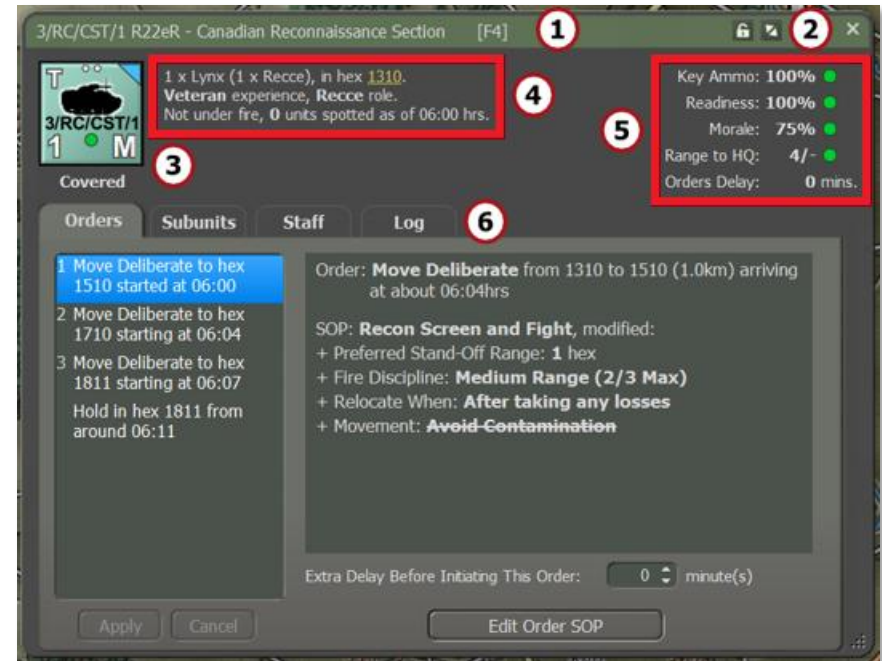
- The sixth section of the menu contains a shortcut to Select Unit and Subordinates as Current Group which selects the formation from a single selected unit. Detach and Make Unit Independent removes the selected unit from the formation and HQ it is under and places it on its own. For most subunits, it is better and safer to use the Order of Battle Tree to do resubordinations. See Section 20 below for more on using the Order of Battle Tree for this.
- The seventh section has an item to Flash HQ Location which flashes the hex of that unit's immediate HQ unit to help locate it on the map. The Show option provides a submenu with Unit Overlay options which can also be accessed from the Unit Overlay menu bar item. See Section 11.6 above for details on the various overlays.

14.2 Unit Dashboard

The Unit Dashboard is the central interface for dealing with many important factors of the selected unit. Double-click a unit on the map to bring up the Dashboard. Hitting **F4** while a unit is selected also brings up the Dashboard. The Dashboard can be opened via the Unit Popup Menu as well.

14.2.1 General Layout

The Unit Dashboard shows a variety of useful information across several tabs and the general layout is described below.



- The green title bar shows the name of the selected unit.
- Click the Lock icon to freeze the panel on the selected unit. This keeps that unit's information displayed while clicking around to other counters. The Expand/Collapse icon collapses the tabbed portion of the dialog to save space.
- This area shows the counter of the currently selected unit. Below the counter is an indication of the current tactical posture of that unit.
- This text area relays the current SITREP (Situation Report) of the unit. This includes the composition, hex location (written as four-digit column/row grid coordinates, hyperlinked for direct movement on the map), training level, and the unit's role. At the bottom, there is an indication of whether the unit is under fire as well as the number of enemy units it has Spotted. In cases of critical alerts, such as low Ammo, a line shows up in this area noting the problem. Units participating in a transport mission will have additional

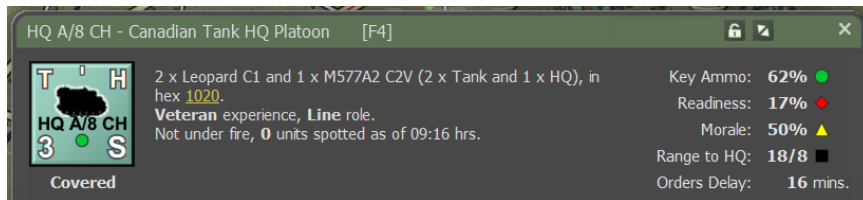
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information in this section. Details of their serial and assigned transport will appear below the previous line to facilitate quick post-disembarkation orders. See **FM03 Tutorial Operations: Advanced** for more information on transport planning.

- The stats on the right shows the unit's Key Ammo level (primary weapons), Readiness, Morale, Range to HQ (local HQ for the unit), and any Orders Delay. 100% indicates high levels of each factor and 0% is completely ineffective. Range is indicated with how many hexes away the selected unit is from its HQ (e.g., 18 in the example below) versus how many hexes from the HQ the command range reaches (e.g., 8). See Section 18.4.1 below for how headquarters support units in their command.

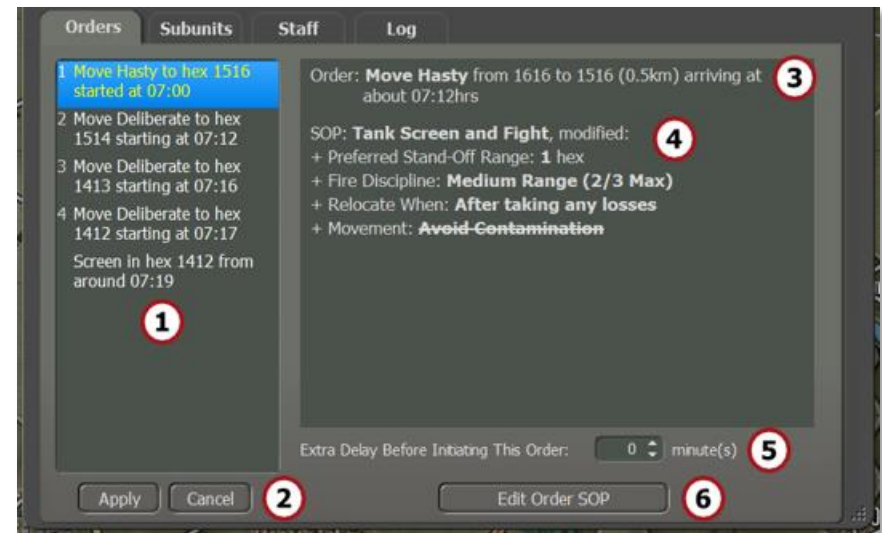
Status icons for these factors include a green circle for good condition, a yellow upward triangle for marginal condition, a red diamond for critical condition, and a black square for a combat ineffective condition, as shown below. See Section 15.5.1 below for more on staff alerts.



- The tabbed area below this primary information panel covers the unit's Orders, Subunits, Staff, and Unit Log information which are detailed in the following sections.

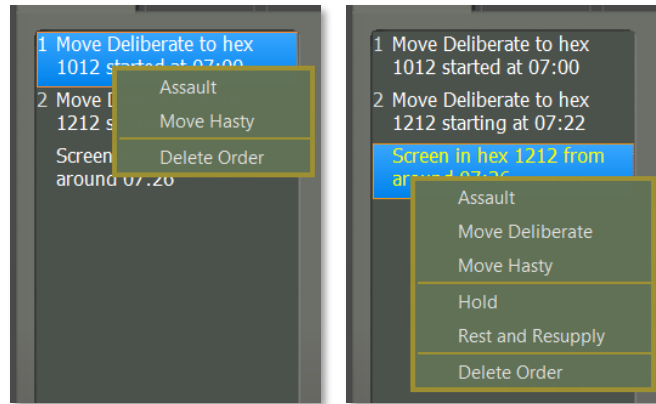
14.2.2 Orders

The Orders tab of the Unit Dashboard provides information on the unit's orders and SOP.



- This window lists the unit's orders noting the type of order, the hex location of the order (four-digit column/row grid coordinates), and the estimated start time of the order execution. Left-click to select any of the orders to view their SOP information. Right-click to open a popup menu to change the selected order. The selection is context-sensitive based on the initial order, as seen below.

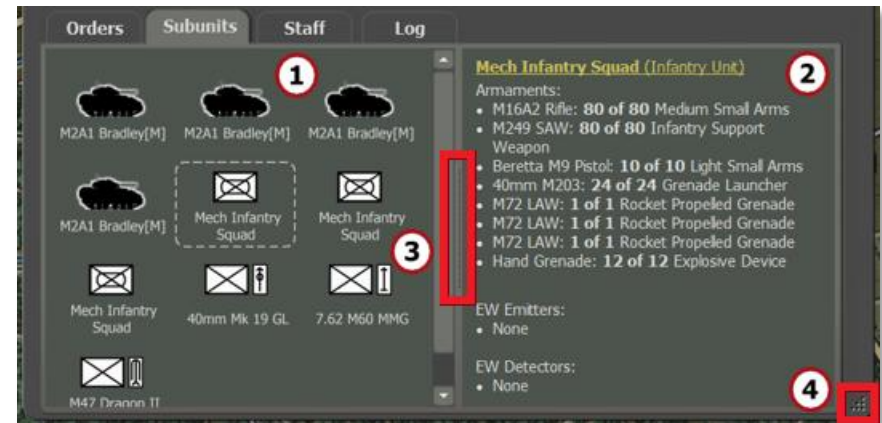
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2. After changing one or more orders, hit Apply underneath the list to commit the changes or Cancel to ignore the changes.
3. This is a text summary of the currently selected order with time and distance information.
4. This is a text summary of the unit's current SOP (Standard Operating Procedures, see Section 23 below for details) for the highlighted order.
5. This option adds an Extra Time Delay before an order starts if the timing is necessary for your plan. It may be useful to synchronize units to get to locations at the same time to execute their orders.
6. Click the Edit Order SOP button to edit the current unit's SOP. See Section 23 below for details on how to set the SOP items.

14.2.3 Subunits

The Subunits tab provides detailed information for all that unit's subunits, including their various armaments, emitters, and detectors.



1. The window on the left shows all the subunits within the selected unit on the map. Click on any of the subunits in the left window to display information about it in the right window. If units have fallen out or have been destroyed or killed, icons appear over the subunit art and the information in the second window notes that state.
2. The window on the right shows a breakdown of the subunit's weapons and current ammunition levels, emitters (radars) if they have them, or electronic warfare detectors (ESM or radar detectors). The hyperlink at the top opens the Subunit Inspector (SUI) to see more details about the subunit (see Section 14.3 below for breakdown of the SUI).
3. Move the splitter bar positioned between the two panels to the left or right to resize the windows.
4. Resize the dialog by dragging the corner point. The dialog has a minimum size set by the game.

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14.2.4 Staff

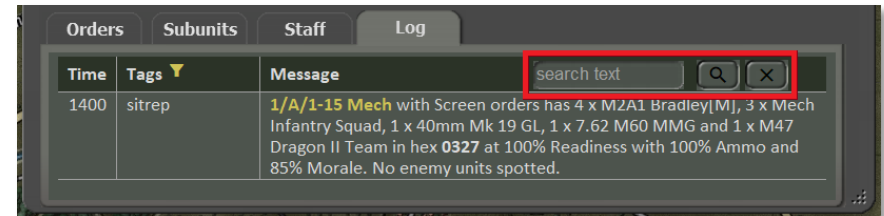
The Staff tab of the Dashboard provides many valuable bits of information about the selected unit's alerts, summaries, and contacts.



1. Staff Alerts and Reminders displays alerts for any weapons that are out of Ammo, any artillery units that can support this unit (if available), any unique unit capabilities, and any claims of destroyed enemy units.
2. Ammo Summary shows the total ammo inventory for the unit to avoid clicking around to look it up manually.
3. Active Contacts shows a list of Detected enemy units. It lists contact number, type of detection (visual, thermal, radar, etc.), number and type of units (if known), range of the contact, and a hyperlinked hex location (four-digit column/row grid coordinates).

14.2.5 Log

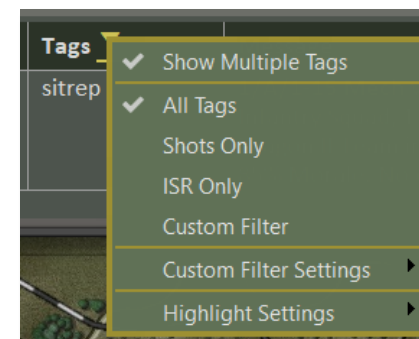
The Log tab lists messages that are recorded to the various unit logs and are related to the actions of the selected unit. Both the Time in game and Tag are listed with the Message as shown below. See Section 14.4 below for full details on the Log.



Unit names and hex locations are hyperlinked to scroll the map to those hexes when clicked, if they are not already in frame.

The top right corner of the Log tab hosts a search field that filters the display to messages involving only the desired text (e.g., searching for a particular unit or vehicle type). Search is case-sensitive.

Tags can be filtered, and a yellow funnel icon appears in this column header. Right-click on it, or anywhere on the log, to open a pop-up filtering menu as shown below.



Selecting (checking) Show Multiple Tags displays every tag attached for each message. Unchecking this option conveniently shows only the dominant primary tag for each entry.

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Choose which group of messages you would like to see by selecting All Tags, Shots Only, ISR Only, or Custom Filter. Selecting one of these options does not change how many tags are shown, as above. To see just the messages that involve bullets firing, select Shots Only. To see only messages about the enemy from Intelligence Surveillance Recon, select ISR Only.

To make different sets of information visible, select Custom Filter Settings and a pop-up submenu has a very large list of Tags. Uncheck the Tag types you don't wish to see and then set the filter to "Custom Filter" in the main pop-up menu.

Different colors can make your tags stand out. Select "Highlight Settings" and a pop-up submenu with a very large list of Tags appears (see Section 14.4.1 below). For example, to see messages with the Tag for "Mines" with a color to stand out, select "Mines" from the list and then set the color for that Tag.

NOTE: Be cautious not to overdo it as it may be too hard to read the text.

14.3 Subunit Inspector (SUI)

The Subunit Inspector is the primary tool for deep diving into all the information on a given subunit. The following sections detail the various tabs and information displayed. Hitting **F6** while a unit is selected brings up the Subunit Inspector. This can be opened via the Unit Popup Menu as well.

14.3.1 General Layout

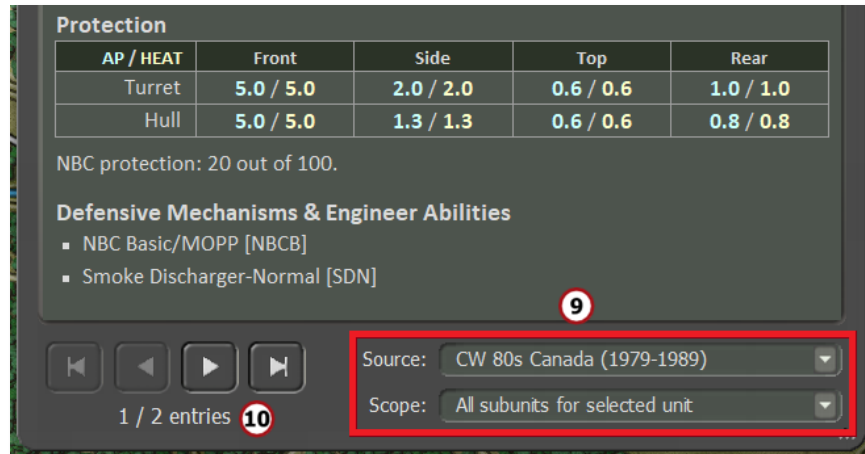
The Subunit Inspector shows a variety of useful information and the general layout is described below, with the dialog shown in two parts.



1. The subunit name and the type of subunit in parentheses.
2. The subunit silhouette or image if available via mod.
3. The national flag or emblem.
4. The date the unit is active in the game.
5. Click the lock to freeze this dialog on the selected subunit to preserve its information while clicking around to other subunits. Click the "X" to close the dialog.
6. The unit code of the subunit from the data file.
7. The number of the selected subunits that are Active, Fallen Out, or Destroyed in the current scenario. It also shows the Victory Point (VP) cost of this subunit that will count for or against your total score (see Section 15.1.2 below).
8. These five tabs cover the Platform, Weapons, Sensors, Systems, and Transport that the selected subunit has. These tabs are detailed in the next subsections.

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- Under Source, use the drop-down selections to look at other national data files in the scenario.
Under Scope, select different groups of subunits to view in each tab's details including All Subunits For Selected Unit, All Subunits For This Scenario, or All Subunits For This Nationality.
- Click through different subunits if there is more than one type available based on the Scope chosen above.

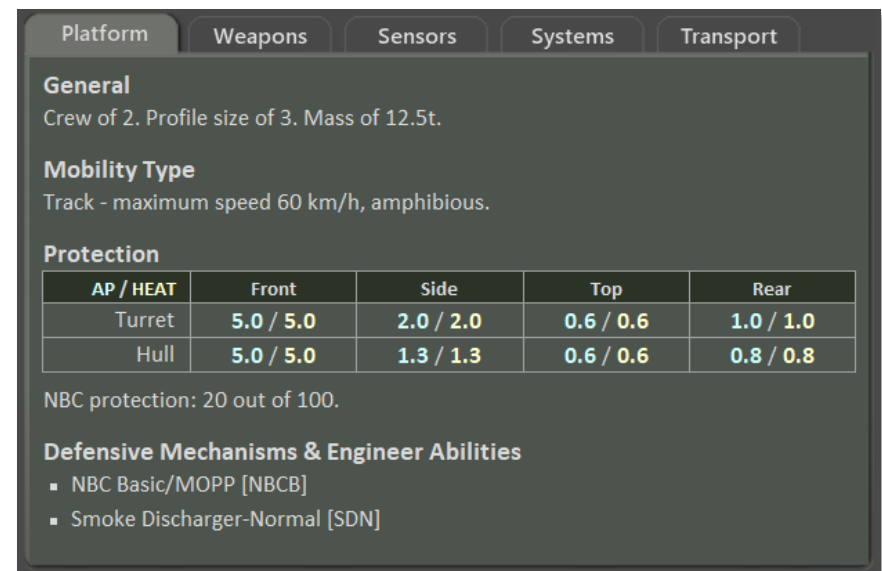
14.3.2 Platform Tab

The Platform tab provides information related to the general capabilities of a given subunit. These values include crew number, profile size, and mass.

The Mobility Type lists the type of movement (e.g., track, as shown below), the maximum speed, and any other mobility capabilities if applicable (e.g., amphibious).

Protection ratings are displayed for the Front, Side (flank), Top, and Rear parts of the subunit or a static Protection factor for aircraft and helicopters. Armor piercing (AP) values are in blue and high explosive anti-tank (HEAT) values are in yellow, and are shown as Protection Factor ratings. One point of Protection Factor is equivalent to 10 mm of armor. Each platform has its own range and scale of values. The NBC (nuclear, biological, chemical) Protection rating is listed below the table.

Defensive Mechanisms & Engineer Abilities show platform-specific characteristics/traits of the subunit that can impact gameplay, if available.



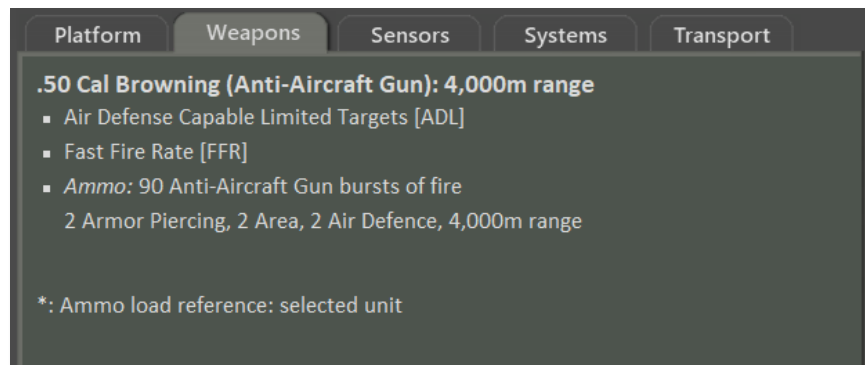
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14.3.3 Weapons Tab

Every weapon system on a platform/subunit is listed on this tab with its various performance parameters and any unique characteristics that the systems possess.

The weapon name and type are shown with bold headings followed by the maximum range in meters. Underneath, specific features of the weapon and the rate of fire and number of rounds or bursts come next. These values can be different across scenarios based on supply and munitions loadouts set by the scenario designer. Different ratings for the weapon/munition are then listed with its type(s) of damage or defense, area, and range. If the weapon system has any unique characteristics used in the game, those are listed after the munition specifications.

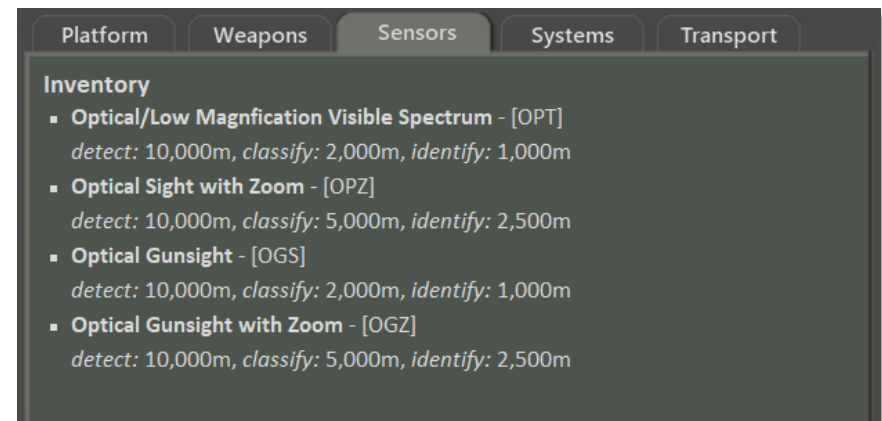


Basic Ammo comes in various types as noted below:

- **Armor Piercing (AP)** – These are solid, long-rod projectiles used to defeat armor.
- **High Explosive Anti-Tank (HEAT)** – This round uses an explosive charge to create a plasma jet that cuts through armor.
- **High Explosive (HE)** – These rounds use a blast fragmentation warhead and affect an area as described in Section 21.3 below.
- **Area** – This type of damage reflects weapons that impact an adjoining group of hexes and are used against soft targets that cover an amount of ground as described in Section 21.3 below.

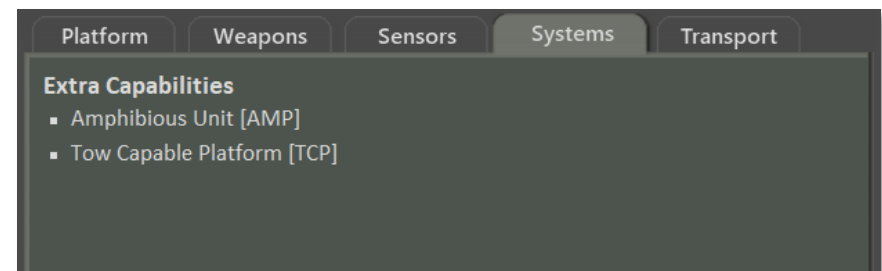
14.3.4 Sensors Tab

The Sensors tab shows all the equipment on a platform that is used to Detect, Spot, or Identify enemy units on the map. If a system has Detection capability, it lists the ranges (under optimal conditions) that it can Detect an enemy unit, Classify the type of enemy unit, and Identify the subunits of an enemy unit. Sensor systems contribute to combat calculations.



14.3.5 Systems Tab

The Systems tab notes any other systems that provide a unique capability not already covered in the other tabs. Examples include being amphibious or tow capable, as shown in the image below.

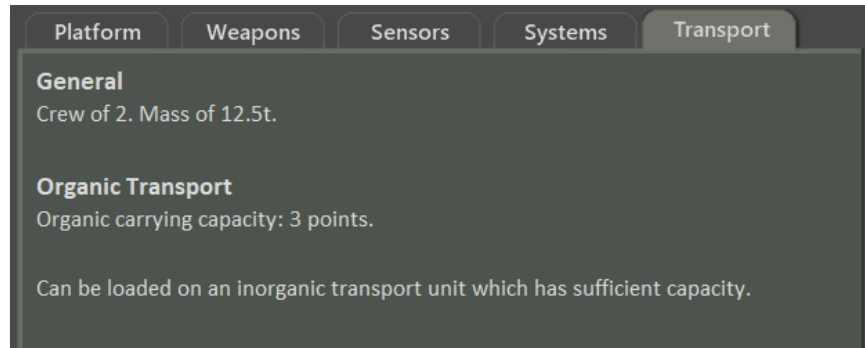


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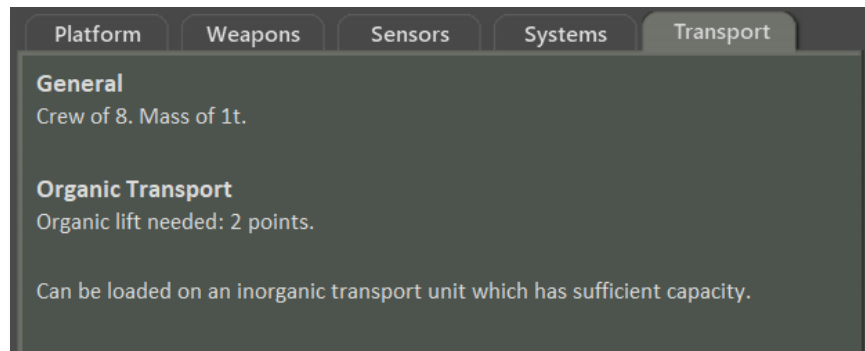
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14.3.6 Transport Tab

The Transport tab shows all transport capabilities of a platform. It first lists general information including the crew size and mass, followed by Organic Transport capacity. For the tracked armored personnel carrier pictured below, the Carrying Capacity is noted:



An infantry unit, on the other hand, will note the Lift Needed, as shown below:



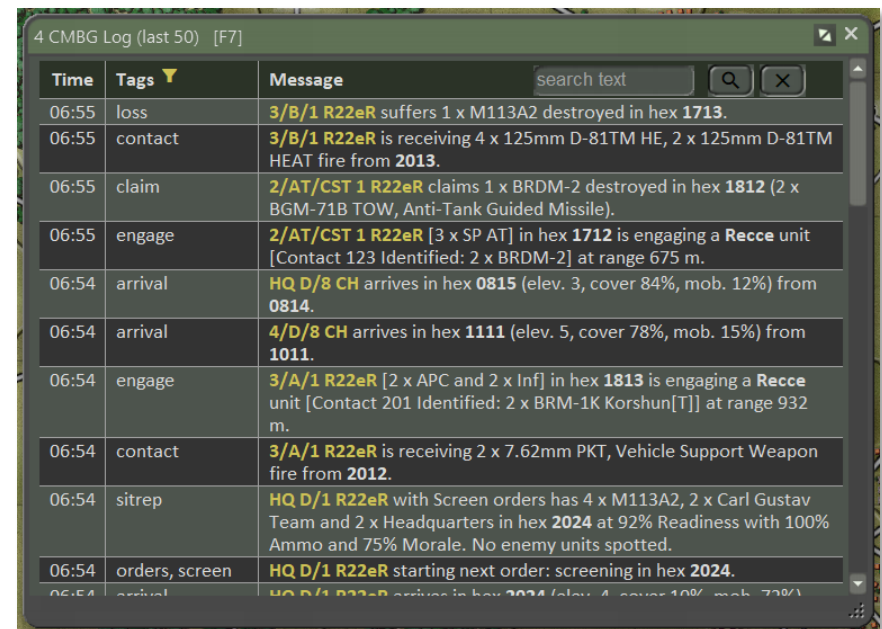
These values are relevant for transport plans (see Section 15.2.4 below for additional transport information and **FM03C Tutorial Operations: Advanced** for more on this planner).

14.3.7 Further Information on Capabilities

FM02 Battlefield Primer and **FM09 Data Structures and Editing** have more information on various platform capabilities if you would like further details. **FM03C Tutorial Operations: Advanced** has more information on transport planning.

14.4 Command/Unit Log

The Command/Unit Log dialog lists the latest 50 log messages for all units in your force. Older logs can be found in the Unit Log of the Dashboard for each unit (see Section 14.2.5 above). Open and close the Command Log by hitting the **F7** key. Expand and collapse the dialog by clicking the arrow icon on the right side of the title bar.



A series of messages are recorded to the Logs as the game unfolds. Both the Time in game and Tag (type of message) are listed with the Message. On the face of it, radio logs/unit logs don't look like much has changed. On closer inspection, you will see that all messages are now

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Tagged (instead of just some of them as before), unit names are highlighted, and locations are given subtle highlights (just bold, no color). Unit names and hex locations are now hyperlinked to scroll the map to those hexes when clicked (if not already in frame).

A search field is located in the top right that filters messages to only show the desired text (e.g., searching for a particular unit or vehicle type). Search is case-sensitive.

There is an abundance of tag names now, with every message having at least one label. Examples include:

- **sitrep** – A breakdown of the current active subunits in the unit, hex location, Readiness, Morale, average Ammo level, and the number of Spotted enemy units.
- **orders** – After an order change, the new order is listed with start and end times and hexes if available.
- **loss** – After any losses, details are listed here and the hex they were lost in.
- **spot** – Notes any Spotted enemy units, temporary enemy bridges, Victory Point (VP) locations, and other Spottable items.
- **claim** – Any kills or suspected kills are listed in this entry with the number, type, and hex(es)

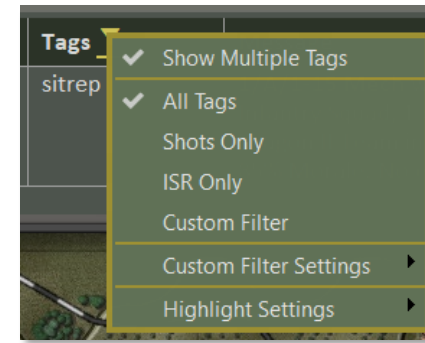
A complete listing of your force's log entries can be found in the Operations Staff Report in the Unit Logs tab (see Section 15.2.7 below).

14.4.1 Log Capabilities

Logs have been given many updates. These changes include:

- All messages are now given Tags (instead of just some of them as before).
- Tags can now be filtered (see below). The filter icon (a yellow funnel) is located next to the "Tags" column header. Right-click on it, or anywhere else on the log, to pop up the filtering menu.
- Unit names are highlighted to make them easier to find and are hotlinked to that unit's Dashboard.

- Locations are given a subtle highlight (bold, no color) and are hotlinked to flash on the map.
- The log can be searched using the text box in the top right corner. Search terms are case-sensitive.
- Highlight colors may be set by Tag Type so that specific tags can be emphasized or de-emphasized.



The Tags column can be set to conveniently show only the dominant primary tag for a log entry by turning off (unchecking) Show Multiple Tags. Turning on (checking) Show Multiple Tags displays every tag attached for each message with the primary tag listed first and any other tags after. This control for how many tags are shown is independent of the filtering criteria below and can be toggled on and off.

To filter by Tag, choose which group of messages you wish to see by selecting All Tags, Shots Only, ISR Only, or Custom Filter. Selecting one of these options does not limit the number of tags displayed but does require tags to meet the selection criteria in order to appear.

To see just the messages that involve bullets firing, select Shots Only.

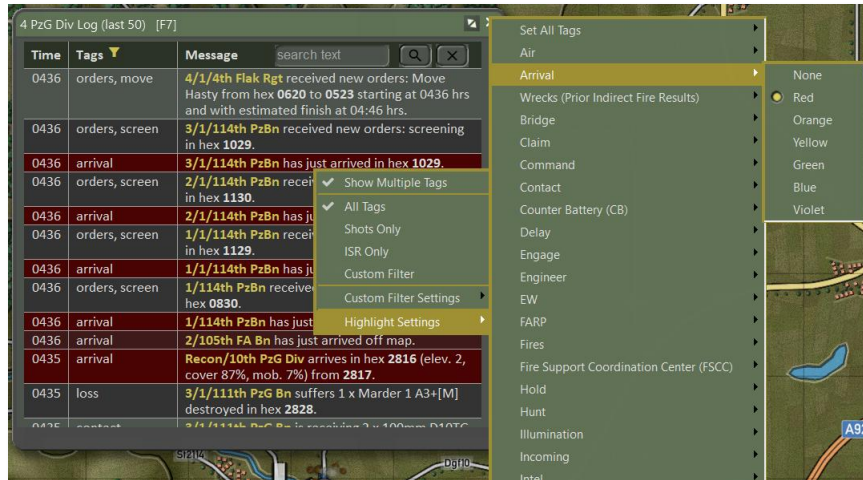
To see only messages about the enemy from Intelligence Surveillance Recon, select ISR Only.

To see specific sets of information, select Custom Filter Settings to pop up a submenu which has a very large list of Tags. Uncheck the Tag types you don't wish to see and then set the filter to "Custom Filter" in the main pop-up menu.

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The Highlight Settings make the tags you want to feature stand out by picking different colors for them (see image below). Use with care! It's all too easy to set everything to have a highlight color and become dazzled by the beautiful but unreadable Christmas tree-like effect that gets produced.



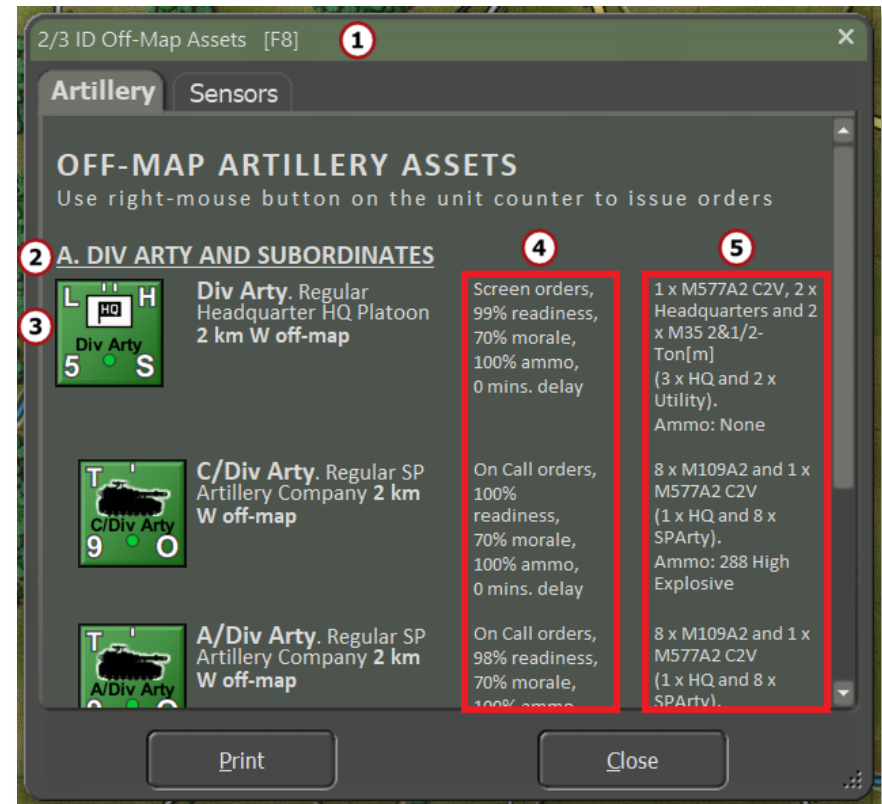
Select "Highlight Settings" and a pop-up submenu with a very large list of Tags appears. For example, to accent messages with the "Arrival" tag, select "Arrival" from the list and then choose the color for that Tag among the submenu's options.

This new system is used everywhere there are unit logs – this log, the Unit Dashboard, the Counter-Battery tab located in the Fire Support Staff Report (see Section 15.4.4 below), and the Unit Logs report located in the Operations Staff Report (see Section 15.2.7 below).

If this dialog has the Windows operating system's focus, it can be closed by tapping the **Esc** key.

14.5 Off-Map Assets

The Off-Map Assets dialog [**F8**] provides a listing of any forces that exist off-map that can support your on-map force. This includes aircraft or artillery assets in the Artillery tab and weapon locating systems in the Sensors tab. For example, in the image below a headquarters and an artillery battery are located 2 km off the west edge of the game map.



Features of note in this dialog include:

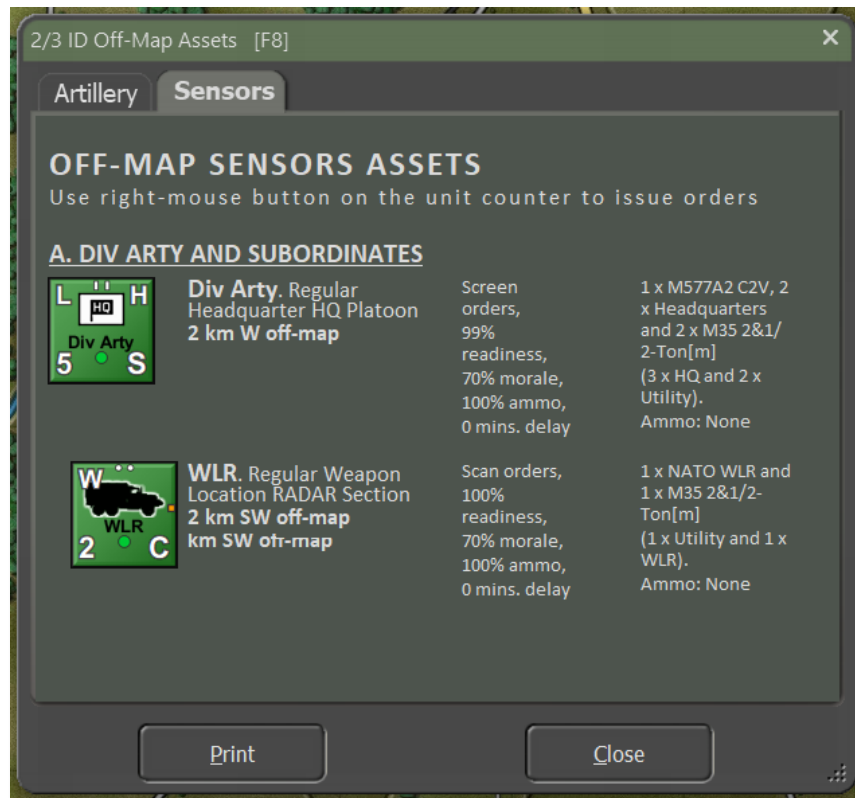
1. The name of the overall force being supported by the off-map assets.
2. The name of the smaller off-map asset formation(s) available to use.

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3. The counter of each supporting off-map unit, unit name, type, and off-map location.
4. The first column shows what the current orders are for each unit as well as Readiness, Morale, and Ammo levels, and the current Delay for orders to process.
5. This second column shows the unit's composition by platform and type and then a breakdown of the Ammo carried by the unit.

The Sensors tab follows the same format as Artillery, as seen below.



15 Staff Report Dialogs

One of the areas in the game that has had a massive increase in information for the player is Staff Reports (also called the Tactical Operations Center). These include Scenario Information (Section 15.1), Operations (Section 15.2), Intelligence (Section 15.3), Fire Support (Section 15.4), and Personnel and Logistics (Section 15.5).

These reports cover all aspects of your virtual command staff and should be used to help formulate your battle plan, keep tabs on various aspects of your force, and monitor the battle itself as the scenario unfolds.

These reports can be accessed from the Staff menu bar item at the top of the game screen (see Section 11.4 above) or from the speed buttons on the floating Commander Panel (see Section 13.2 above).

At the bottom of the dialogs are buttons for Print and Close.

Print opens your operating system's printer dialog box to print a paper copy of the tab or other printout options if available. The Close button closes the Staff Report.

15.1 Scenario Information

The Scenario Information (SI) dialog provides the Scenario Description and the Victory Status and Conditions information.

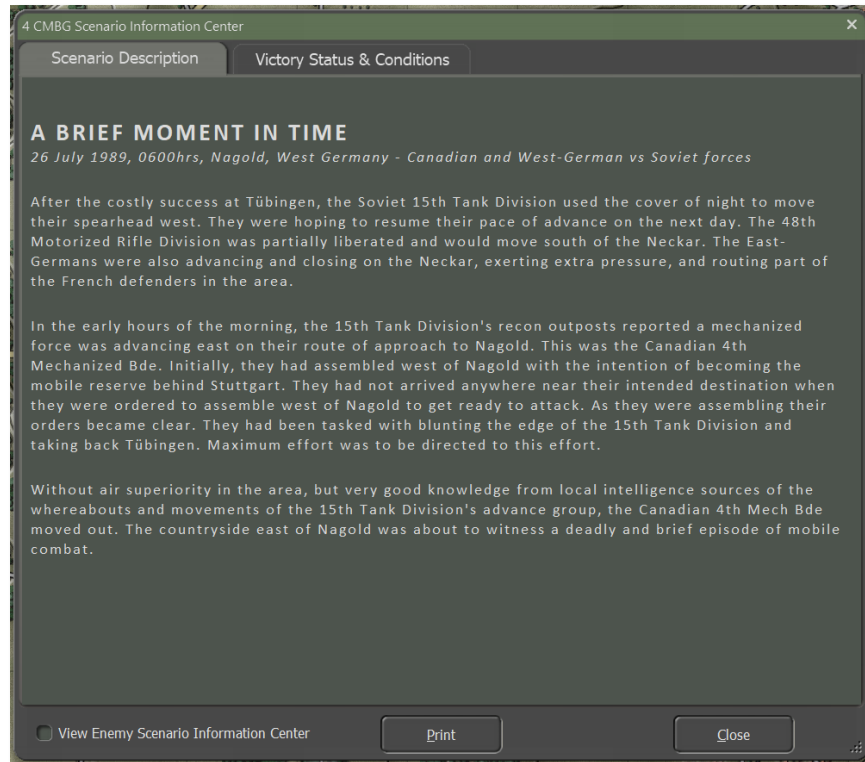
If the following two Game Options were selected during scenario setup: Enemy Units Always Visible and Allow Gathering of Full Information of Visible Enemy Units, this dialog will have an option in the bottom left corner to View Enemy Scenario Information Center. Checking this toggle converts each tab to show the same information but from the enemy's perspective and the details change accordingly. Uncheck this toggle to return to your forces' information. Selecting only one or the other of these two Game Options will not allow this information to be viewed (see Section 4.3.2 above).

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15.1.1 Scenario Description

The Scenario Description tab provides a detailed narrative of the scenario to be played. This provides some background on the events of the battle and an idea of the forces involved in the fighting.



15.1.2 Victory Status & Conditions

The Victory Status & Conditions tab contains sections of information that detail or estimate the game in progress and how the current scenario is going.

Victory is ultimately determined by the number of Victory Points (VPs) your force accumulates by the final tally at battle's end. Victory Points are achieved by retaining as many of your units as possible, inflicting losses on your opponent, securing additional strategic locations (see Section 30 below), and other bonuses or penalties. You will be victorious if you have more VPs than your opponent. Your score is numerically presented by a concrete number of VPs secured or by a percentage of how many VPs your side has relative to the number available in scenario (and thus your opponent), as well as deter with different levels of loss or win (decisive, tactical, marginal, or contested) as demonstrated in the images below.

Each section of the report is described in turn.



1. This bar is a graphical representation of the currently estimated victory level and a brief explanation below it. The white bar represents where you stand between decisive loss and decisive win. This estimate is timestamped.

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- This table breaks down Victory Point (VP) allocations by type for each side of the battle. VP Distribution total percentages are shown in the last line.

A.1 Victory Conditions and Catastrophic Loss Threshold for 4 CMBG

DECISIVE LOSS	TACTICAL LOSS	MARGINAL LOSS	CONTESTED RESULT	MARGINAL WIN	TACTICAL WIN	DECISIVE WIN
0% - 30%	31% - 39%	40% - 50%	51% - 63%	64% - 74%	75% - 82%	83% - 100%

CATASTROPHIC FORCE LOSS THRESHOLD
30 % remaining strength

When a force's strength falls below the above catastrophic loss threshold, a 'sudden death' is triggered, resulting in one 'victory level' being subtracted from that force's result, and one 'victory level' being added to the opposing force's result.

B. ESTIMATED OWNERSHIP OF VICTORY LOCATIONS, AS OF 0640 HRS, JUL 26 1989

4 CMBG	CONTESTED & NEUTRAL	239 GTR
Hex 0910 (500 VP)		Hex 1719 (500 VP)
Hex 0812 (500 VP)		
Hex 1712 (500 VP)		
Hex 2321 (500 VP)		
Total: 2,000 VP		Total: 500 VP

☐ View Enemy Scenario Information Center

- This table outlines the levels of Victory Conditions based on the percentage of VPs in the scenario.
- This table shows the Catastrophic Force Loss Threshold for your force strength. This is the point at which your force becomes combat ineffective. See Section 30.5 below for more information on Sudden Death triggered by dropping below this threshold.
- This table lists the ownership and value of all on-map VP locations. The left-hand column lists VP locations held by Player 1 and the right-hand column lists VP locations held by Player 2. The middle column lists VP locations that are contested and neutral.
- This area has the Print and Close buttons for the report.

15.2 Operations

The Operations Staff Reports (Ops) provide a wealth of information about your forces and capabilities, show your mission orders, and provide a view of the map and your force placement.

If the following two Game Options were selected during scenario setup:

Enemy Units Always Visible and Allow Gathering of Full Information of Visible Enemy Units, this dialog will have an option in the bottom left corner to View Enemy Tactical Operations Center. Checking this toggle converts each tab to show the same information but from the enemy's perspective and the details change accordingly. Uncheck this toggle to return to your forces' information. Selecting only one or the other of these two Game Options will not allow this information to be viewed (see Section 4.3.2 above).

15.2.1 Mission Briefing

The Mission Briefing tab provides all the information for the current scenario with numbered headers. Winning the game requires scoring more Victory Points than your opponent through the course of battle. The Mission Briefing helps to situate the battle and plan accordingly.

4 CMBG Tactical Operations Center - Operations

Emitters	Unit Logs	Mission Capable Subunits	SOP Overview
Mission Briefing	Map Overlay	SITREP	Transport
		Engineering	

4 CMBG MISSION BRIEFING

BG. Morrison,

1. SITUATION
Warsaw Pact forces continue their westward push. The 48th Motor Rifle Division (MRD) is on the move, heading towards METZINGEN and the road network in the area. Supporting this attack, the 15th Tank Division (TD) attacked and successfully crossed the Neckar River at TUBINGEN.

The 4th Canadian Mechanized Brigade Group is moving into position East of NAGOLD to stop the Soviet 15th Tank Division's advance.

2. MISSION
Block enemy penetration at NAGOLD.

3. ATTACHMENTS AND DETACHMENTS
Two Attack Helicopter sections from the West Germans.

4. COORDINATING INSTRUCTIONS

Fire Support
Two Artillery batteries are available from 0630.

Aviation Support
Two attack helicopter sections are available starting at 0700.

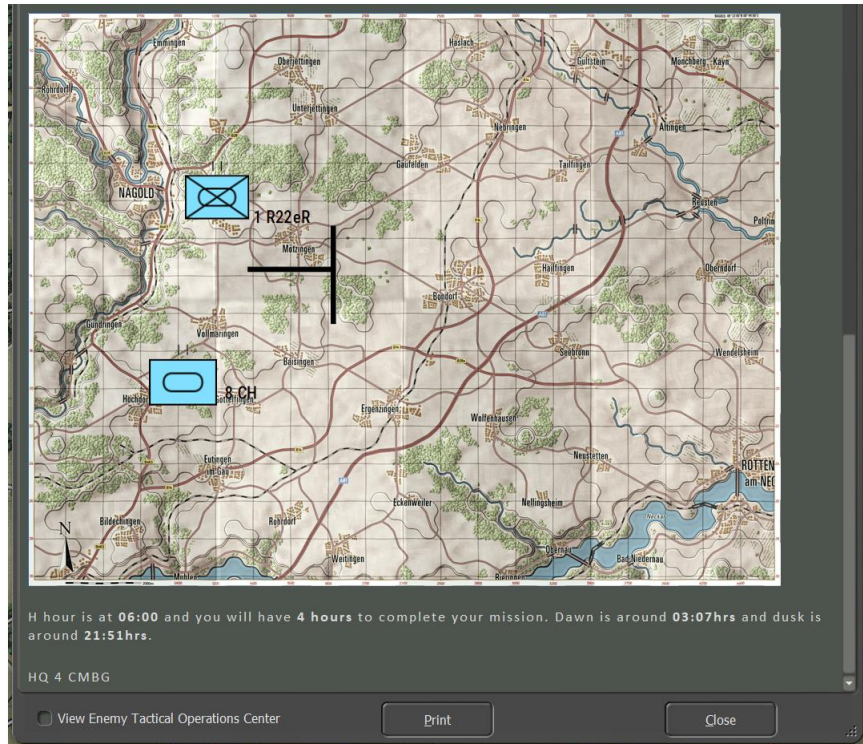
Map: Nagold, Baden-Württemberg, West-Germany, 48°33'00"N 08°44'00"E. 20 x 15 km area.

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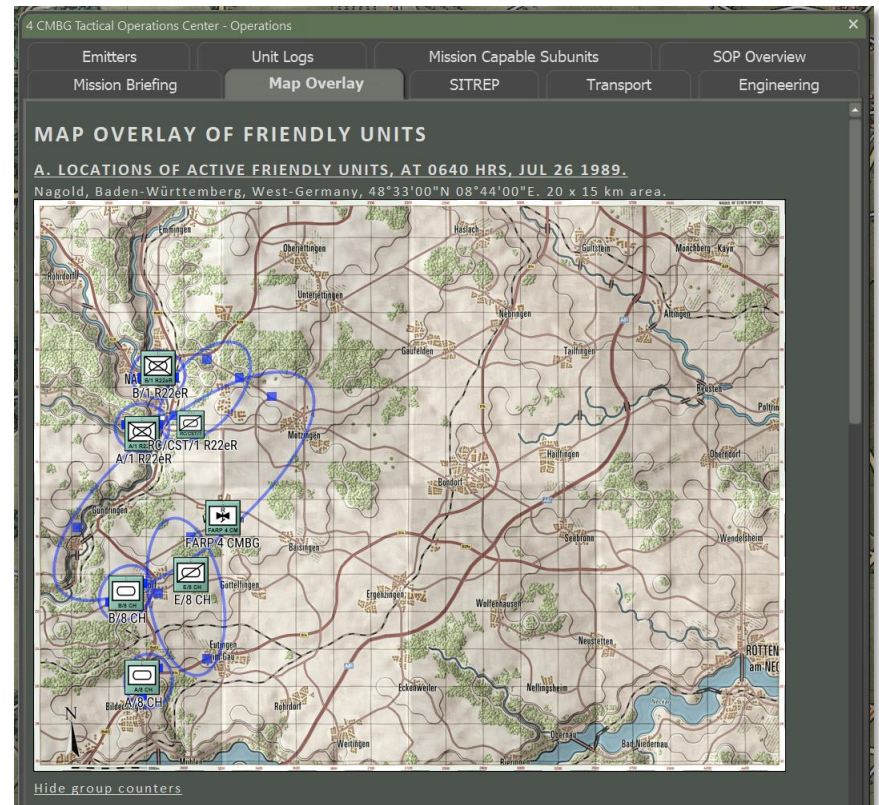
1. The Situation for the mission provides some background and context.
2. The Mission objective(s) are noted to help plan your battle against the enemy.
3. The Attachments and Detachments section notes any additional forces added to your core forces to support the mission.
4. The Coordinating Instructions section lists any Aviation, Fire Support (on- and off-map artillery), and Engineering assets for the mission.

A map is provided with additional visual features chosen by the scenario designer to assist with strategy and planning, such as the one below.



15.2.2 Map Overlay

The Map Overlay tab shows the location of your forces and any spotted enemy forces. This map updates in real time as the battle unfolds.





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information. The last column shows a breakdown of the numbers of different platforms in each unit.

15.2.4 Transport

The Transport tab provides an overview of ongoing transport missions and the available capacity for air and land assets (naval transport is currently not in-game). This helps with planning and organizing other operations such as air assaults, fire support, etc. Players can create detailed transportation plans incorporating ground vehicles, helicopters, designated transport units, cargo loads, and escort elements that have defined, specific routes with designated pick-up and drop-off points. See **FM03C Tutorial Operations: Advanced** for more on this planner. See Section 11.7.6 above for information on the Transport Plans overlay.

Section A covers Air Transport Operations with three subsections, as shown below.

Ongoing Operations, seen below, displays the Serial, Sub-serial, Unit counter of the transporting platform, counters of the Passenger(s) in transit, Pickup hex location (hyperlinked column/grid coordinates), Pickup ETA, Drop off hex location if applicable, and the Destination hex location.



Embarked Units lists any units who are not scheduled to disembark at that time. Their Serial, Sub-serial, Unit counter, and Passenger information are displayed, as seen below.

SERIAL	-SUB	UNIT	PASSENGER(S)
-	-		
-	-		
-	-		

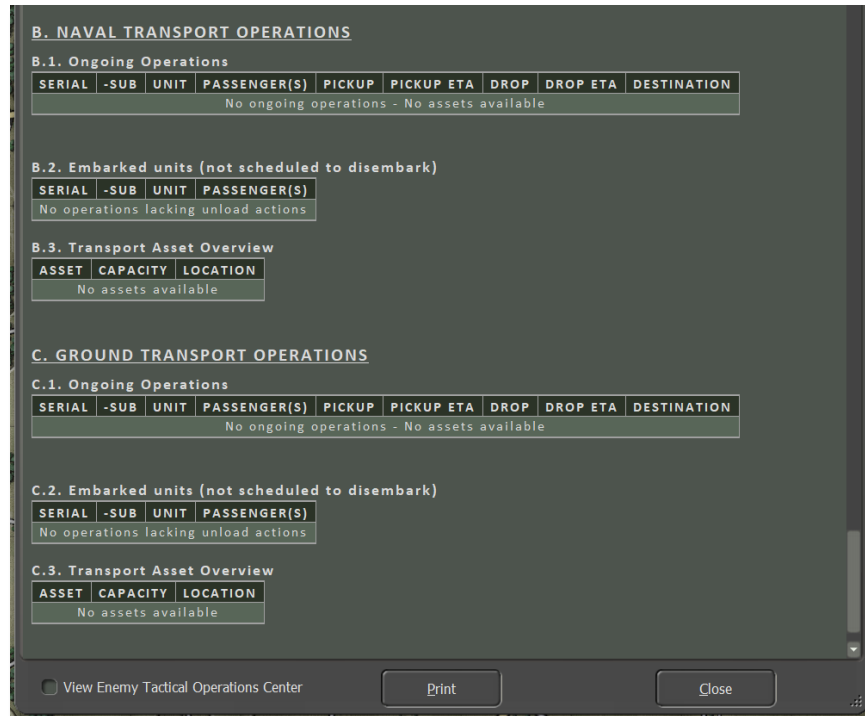
Transport Asset Overview, seen below, displays the Asset counter, the Capacities for Remaining Lift and Seats in the top and bottom bars, respectively, for each asset, and the hyperlinked hex Location of that asset on the map. Capacity is illustrated visually with a bar graph for both factors, with the green portion representing the unit's free capacity and the blue portion representing the claimed capacity. Discrete values for the total and remaining capacities for both Lift and Seats are presented under the corresponding bars.

35th ODSNBR Tactical Operations Center - Operations			
Emitters		Mission Capable Subunits	SOP Overview
Mission Briefing		SITREP	Transport
Map Overlay		Engineering	
A.3- Transport Asset Overview			
ASSET	CAPACITY	LOCATION	
	Remaining Lift: 13t / 88t	7231	
	Remaining Seats: 316 / 360		
	Remaining Lift: 64t / 88t	7131	
	Remaining Seats: 324 / 360		
	Remaining Lift: 5t / 5t	6338	
	Remaining Seats: 16 / 16		
	Remaining Lift: 52t / 52t	7232	
	Remaining Seats: 360 / 360		
	Remaining Lift: 52t / 52t	7832	
	Remaining Seats: 360 / 360		
	Remaining Lift: 55t / 88t	6739	
	Remaining Seats: 306 / 360		

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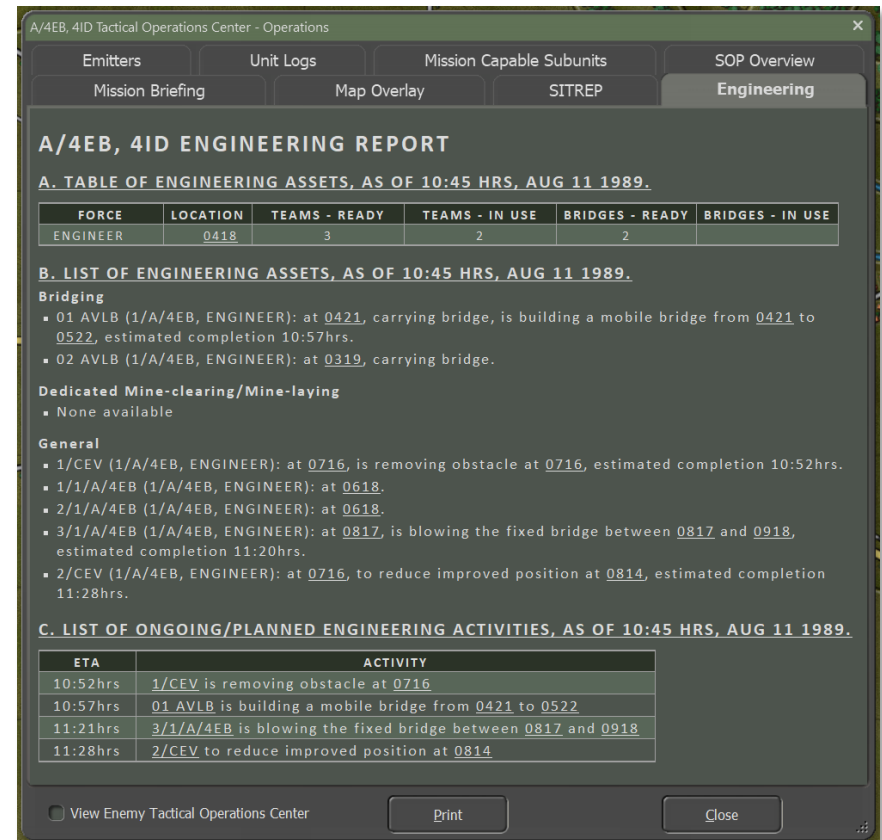
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Section B covers Naval Transport Operations and Section C covers Ground Transport Operations. These are not in the game currently but follow the same tabled structure as Section A above.



15.2.5 Engineering

The Engineering tab provides information about any engineering assets in your force. Some scenarios do not have these.



Section A notes the Force name, hex Location (four-digit column/row grid coordinates), number of Teams that are Ready, number of Teams that are In Use, the number of Bridges that are Ready, and the number of Bridges that are In Use.

Section B provides a List of Engineering Assets capable of Bridging, Dedicated Mine-clearing/Mine-laying, as well as any General engineers or troops at your disposal.

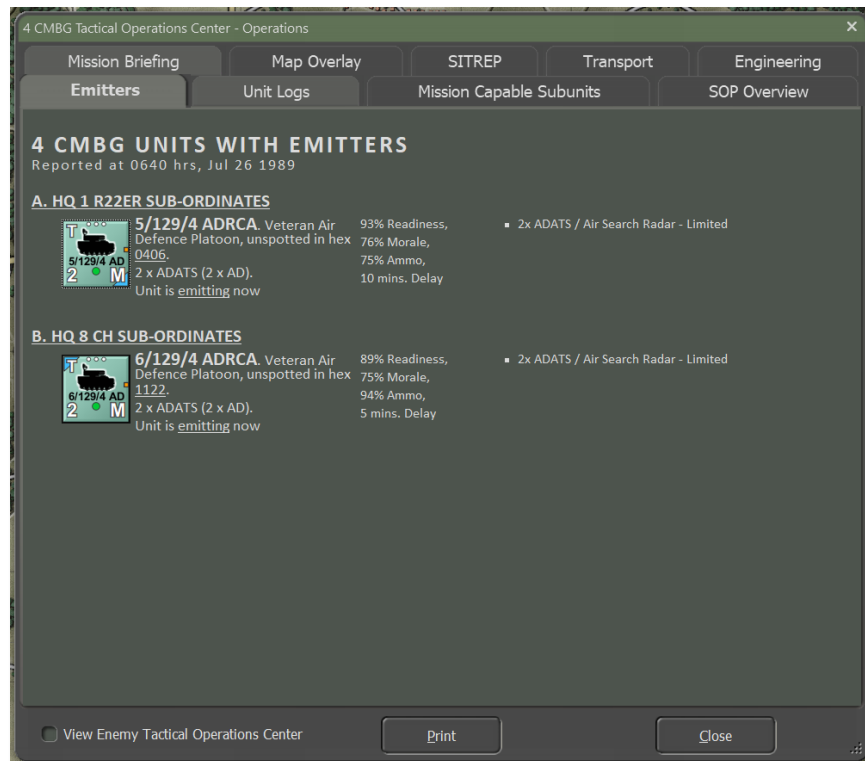
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Section C shows a List of Ongoing/Planned Engineering Activities on the map and is time-stamped to show current orders. Activities will be removed from this list automatically once they have been completed (or aborted, if necessary).

15.2.6 Emitters

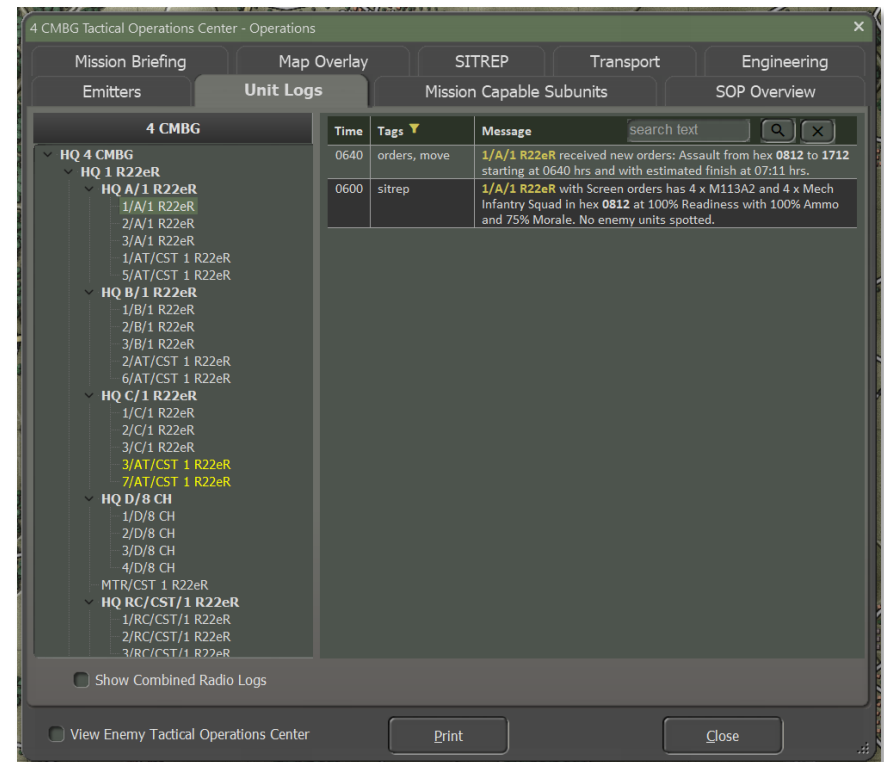
The Emitters tab provides a detailed breakdown of any units with electromagnetic emitter equipment like radars. Of note, the status of the emitter is shown in a hyperlink that can be toggled on and off from this report. This is the line that says "Unit is emitting now". Click the hyperlink to set it to "Unit is NOT emitting now". The type of emitter is described on the furthest-right block of the detailed information.



15.2.7 Unit Logs

The Unit Log tab lists all entries from the command log for all units of your force. Select a unit in the order of battle (OOB) list on the left side to view all related log entries in the right-side window. This window can be scrolled to see all the scenario events when they extend beyond view.

An option to Show Combined Radio Logs is available under the OOB tree. Selecting this shows all unit entries in chronological order in the right-side window.



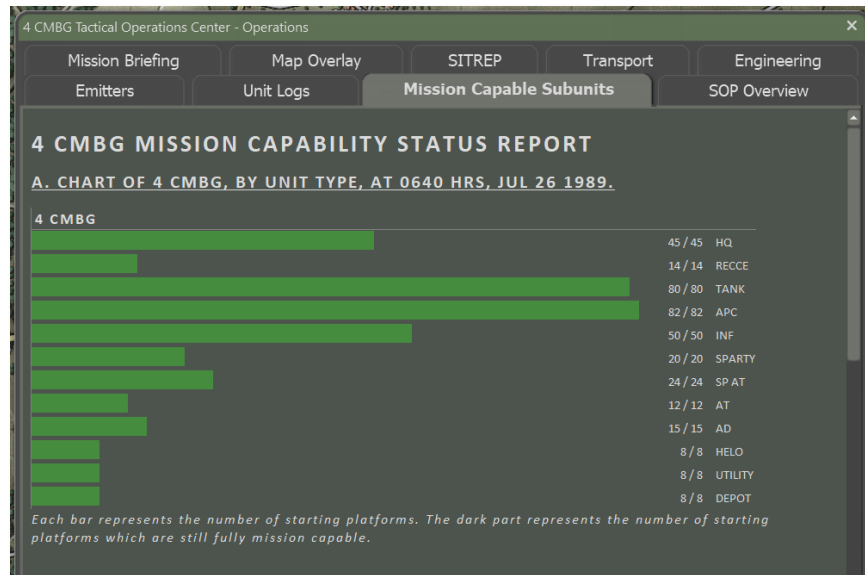
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15.2.8 Mission Capable Subunits

The Mission Capable Subunits tab provides information on the subunits by type and by platform to give a clear picture of how your forces are doing at the current time in the scenario.

Section A is a graphical representation of the number of units of each type under your command. A green bar represents the proportion of units still active out of the total starting number, which is shown with a light gray bar. The image below shows that all units are still active. The green bar gets shorter as units are lost to reveal the light gray bar behind it. The totals and types are in the column on the right.



Section B is a tabled representation of your forces by type. The table notes each Type, the number of units that Started the scenario, those still Running, any units Withdrawn, any units that have Fallen Out (i.e., damaged/wounded and no longer combat effective), and those Destroyed (i.e., "brewed up" or killed).

B. STATE OF 4 CMBG, BY UNIT TYPE, AT 0640 HRS, JUL 26 1989.

TYPE	STARTING	ACTIVE	WITHDRAWN	FALLEN OUT	DESTROYED
Air Defence	15	15			
Armored Carrier	82	82			
Anti-Tank	12	12			
Depot	8	8			
Headquarter	45	45			
Helicopter	8	8			
Infantry	50	50			
Reconnaissance	14	14			
SP Anti-Tank	24	24			
SP Artillery	20	20			
Tank	80	80			
Utility Vehicle	8	8			
Totals	366	366			

Section C is a similar table to that above but platforms are organized by Platform name and Description rather than by type.

C. STATE OF 4 CMBG, BY PLATFORM, AT 0640 HRS, JUL 26 1989.

PLATFORM	DESCRIPTION	STARTING	ACTIVE	WITHDRAWN	FALLEN OUT	DESTROYED
7.62mm C6 GPMG	Infantry Support Unit	2	2			
ADATS	Self Propelled SAM	4	4			
Blowpipe SAM Team	SAM Infantry Unit	11	11			
CH-136 Kiowa	Scout Helicopter	4	4			
Carl Gustav Team	Anti-Tank Infantry Unit	12	12			
FARP (Static)	Static FARP for Helos	8	8			
Headquarters	Command Unit	24	24			
Leopard C1	Main Battle Tank	78	78			
Leopard C1A1	Main Battle Tank	2	2			
Lynx	Recon Unit	12	12			
M109	Self Propelled Artillery	12	12			
M113A2	Tracked APC	82	82			
M125	Self Propelled Mortar	8	8			
M150A1	Self Propelled Anti-Tank	24	24			
M577A2 C2V	Command Vehicle	21	21			
M809 5 Ton Truck	Wheeled Utility Vehicle	8	8			
Mech Infantry Squad	Infantry Unit	48	48			
PAH-I BO-105	Attack Helicopter-ATGM	4	4			
SF Jeep	Recon Unit	2	2			
Totals		366	366			

☐ View Enemy Tactical Operations Center

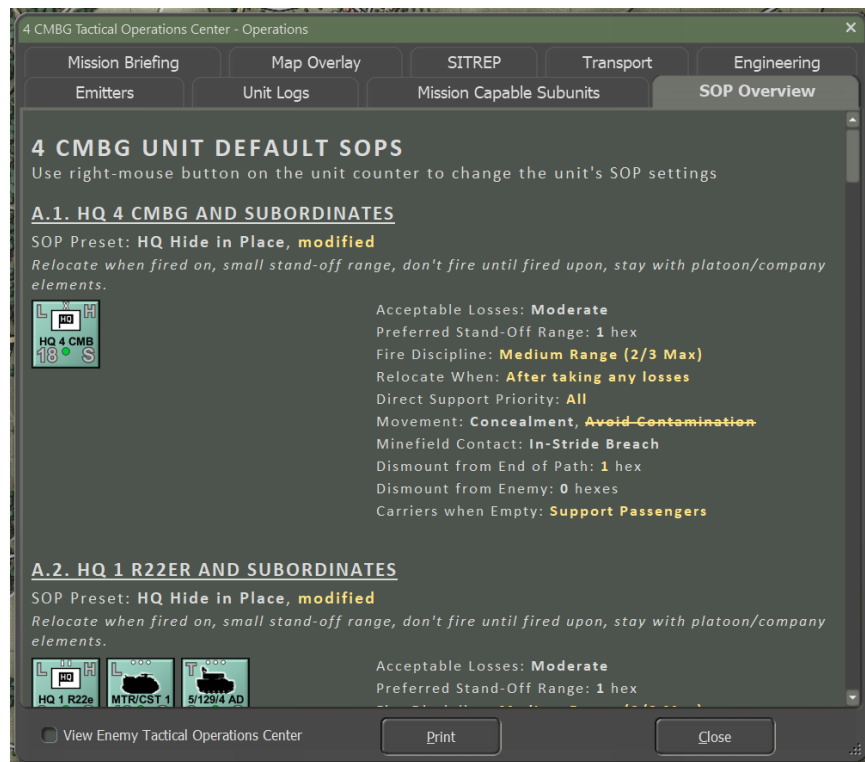
Print Close

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15.2.9 SOP Overview

The SOP Overview tab provides a summary of the settings all units are using for their Default SOP. Settings are displayed with the named preset that is the closest match at the top of the entry, and where there are differences from that preset, highlights of those differences are indicated in the breakdown (see yellow text in the image below). Modify specific units' SOPs directly by right-clicking the counter to open the Unit Popup Menu and selecting SOP Manager either from this dialog or the map. Alternatively, hit **Ctrl+K** to open the SOP Manager at any time for the currently selected unit or right-clicking the unit in the Spotlight Order of Battle Tree (see Section 13.3.1 above). Only one unit can be modified at a time.



Units are grouped by identical SOPs in this overview. Modifying the settings for a unit will move it to a new location depending on the specific new parameters. Multiple SOPs can be modified at once by issuing a group SOP (see Section 23.7 below).

This overview allows for speedy verification that units are set the way players might expect. Pre-set SOPs allow new players to proceed with issuing orders and hitting Start to begin play without needing to worry about setting SOPs for their forces. Intermediate players may wish to check that the values support the tasks assigned and switch presets as needed. Advanced players may use this to quickly make adjustments to fine-tune the SOPs and get the maximum performance out of their units.

See Section 23 below for details on Standard Operating Procedures.

15.3 Intelligence

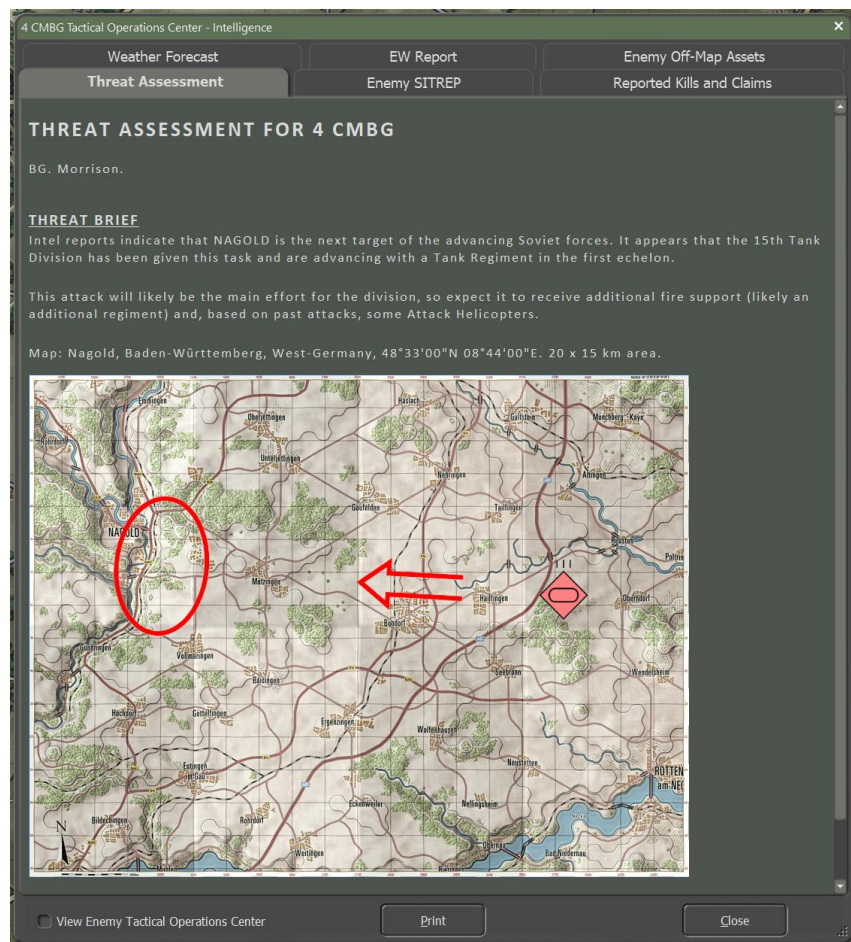
The Intelligence Staff Reports (Int) provide information about your enemy's forces and capabilities, kills, claims against the enemy, and other factors that impact your ability to fight effectively.

If the following two Game Options were selected during scenario setup: Enemy Units Always Visible and Allow Gathering of Full Information of Visible Enemy Units, this dialog will have an option in the bottom left corner to View Enemy Tactical Operations Center. Checking this toggle converts each tab to show the same information but from the enemy's perspective and the details change accordingly. Uncheck this toggle to return to your forces' information. Selecting only one or the other of these two Game Options will not allow this information to be viewed (see Section 4.3.2 above).

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15.3.1 Threat Assessment

The Threat Assessment provides your Intel section's assessment of the enemy forces you face during battle. Along with the verbal Threat Brief, a map with the best graphical estimation of what the enemy's plan may be is provided, as shown below. This should help with planning for how to use your forces to win Victory Points and complete your mission as described in the Scenario Information (see Section 15.1 above) and Mission Briefing (see Section 15.2.1 above).

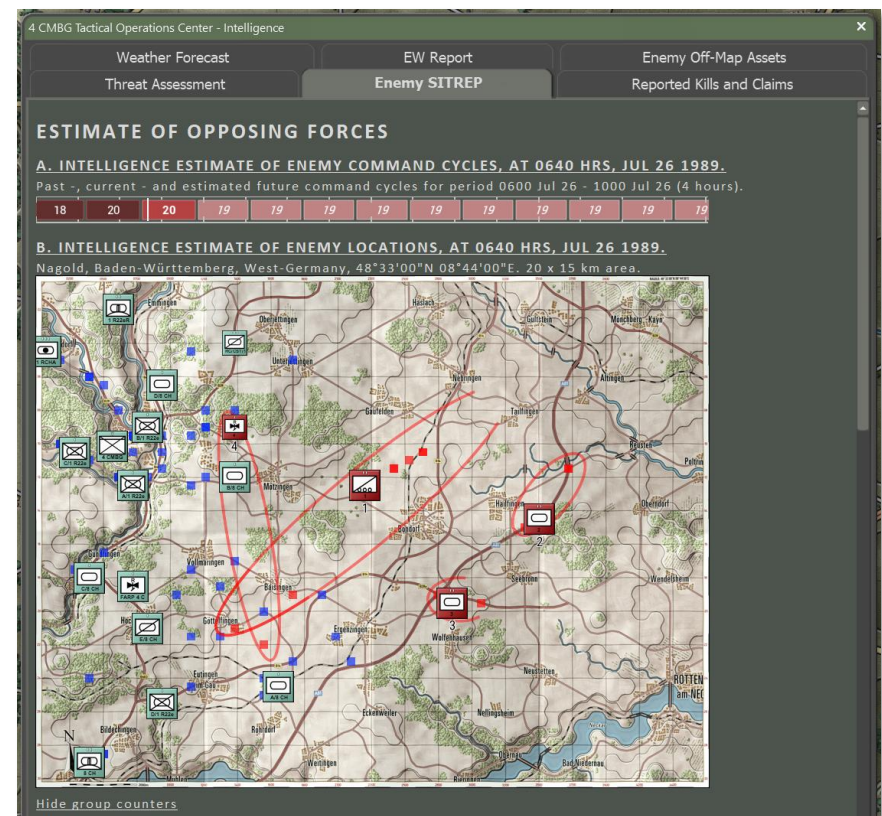


15.3.2 Enemy SITREP

The Enemy SITREP tab provides information on the estimated state of the enemy forces to help shape your strategy.

Section A provides a graphical Estimate of the Enemy Command Cycle for the past, present, and future cycles.

Section B shows the game map and a geographical Estimate of Enemy Locations. The circles show a rough idea of the dispersion of specific enemy units. This map is updated in real time as more information is gained during the fight.



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Below it is a list of Spotted enemy units. The unit size and a hyperlinked hex location (four-digit column/row grid coordinates) are also shown, with the row numbers in the left-hand column matching those labelled above on the map. If an off-map unit has been Detected, it is also noted on the list but shown as an Off-Map Asset with a distance and direction.

#	SYMBOL	GROUP	SIZE	LOCATION
1		1 to 5 Recce, 30 to 40 Tank, 1 to 5 HQ	7 units	2412
2		30 to 40 Tank	3 units	3515
3		30 to 40 Tank	3 units	2819
4		1 to 5 Helo	2 units	1622

Markers and ellipses reflect estimated locations.

C. INTELLIGENCE SUMMARY OF ACTIVE ENEMY ASSETS, AT 0640 HRS, JUL 26 1989.

- 20 to 30 Reconnaissance subunits
- 6 to 10 Helicopter subunits
- over 80 Tank subunits
- 40 to 50 Armored Carrier subunits
- 40 to 50 Infantry subunits
- 1 to 5 Anti-Tank subunits
- 20 to 30 Headquarter subunits
- 10 to 20 Air Defence subunits
- 10 to 20 SP Artillery subunits
- 6 to 10 Artillery subunits
- 30 to 40 Utility Vehicle and 6 to 10 Depot subunits

D. LOST SPOTTING CONTACTS IN LAST HOUR, AT 0640 HRS, JUL 26 1989.

TIME	CONTACT	DESCRIPTION	QUALITY	LOCATION
0639	198	1 x BRDM-2	identified	1421
0637	105	8 x Tank	classified	3120, moving south-west
0632	208	2 x Mi-24K Hind-G2	identified	1908, moving south-west
0631	113	Tank	detected	3415, moving south-west
0626	111	Tank	detected	3713, moving south-west
0626	112	Tank	detected	3712, moving south-west
0624	207	2 x Mi-24K Hind-G2	identified	0815, moving north
0623	195	1 x BRDM-2	identified	1818, moving north-west

☐ View Enemy Tactical Operations Center

Print Close

Section C provides a Summary of Active Enemy Assets with numbers and types of enemy units from your Intelligence staff. This supplies a starting point for being able to track enemy losses and an idea of the numbers and types of threats you face (especially if enemy information has been turned off during setup).

Section D provides a list of Lost Spotting Contacts in the last hour of the battle. This shows the Time of the contact, a Contact number for

tracking, a Description based on the Quality of detection, the Quality itself of the contact (Classified, Identified, Detected, or Radar), and the hyperlinked Location of the lost contact. Contacts are lost when the unit moves out of Line of Sight or your own units move and lose the Line of Sight to the target.

15.3.3 Reported Kills and Claims

The Reported Kill and Claims tab provides a table tracking what each of your units have killed during the scenario.

The Unit column lists all your units. The A/F/D column notes which of *your* units are still Active (alive and fighting), Fallen Out (damaged/wounded), and Destroyed ("brewed up" or killed). The remaining columns represent the enemy's forces and the number of kills (or fallouts) your forces are claiming for each unit type. At the very bottom of the table is a line with the Grand Totals for the A/F/D and enemy types columns.

4 CMBG Tactical Operations Center - Intelligence

Weather Forecast EW Report Enemy Off-Map Assets

Threat Assessment Enemy SITREP **Reported Kills and Claims**

4 CMBG KILLS / CLAIMS

A. TABLE OF KILLS* MADE BY FRIENDLY UNITS, AS OF 0640 HRS, JUL 26 1989.

UNIT	A / F / D	RECCE	TANK	MECH	INF	HQ	AT	AD	ENG	ARTY	TRANSP	AIR	HELO	DRONE	OTHER	TOTAL
HQ 4 CMBG	18 / 0 / 0															0
HQ 1 R22eR	8 / 0 / 0															0
HQ A/1 R22eR	8 / 0 / 0															0
1/A/1 R22eR	8 / 0 / 0															0
2/A/1 R22eR	8 / 0 / 0															0
3/A/1 R22eR	8 / 0 / 0															0
HQ B/1 R22eR	8 / 0 / 0															0
1/B/1 R22eR	8 / 0 / 0															0
2/B/1 R22eR	8 / 0 / 0															0
3/B/1 R22eR	8 / 0 / 0															0
HQ C/1 R22eR	8 / 0 / 0															0
1/C/1 R22eR	8 / 0 / 0															0
2/C/1 R22eR	8 / 0 / 0															0
3/C/1 R22eR	8 / 0 / 0															0
HQ D/1 R22eR	8 / 0 / 0															0
1/D/1 R22eR	8 / 0 / 0															0
2/D/1 R22eR	8 / 0 / 0															0
3/D/1 R22eR	8 / 0 / 0															0
1/AT/CST 1 R22eR	3 / 0 / 0															0
2/AT/CST 1 R22eR	3 / 0 / 0															0
3/AT/CST 1 R22eR	3 / 0 / 0															0
4/AT/CST 1 R22eR	3 / 0 / 0															0

☐ View Enemy Tactical Operations Center

Print Close

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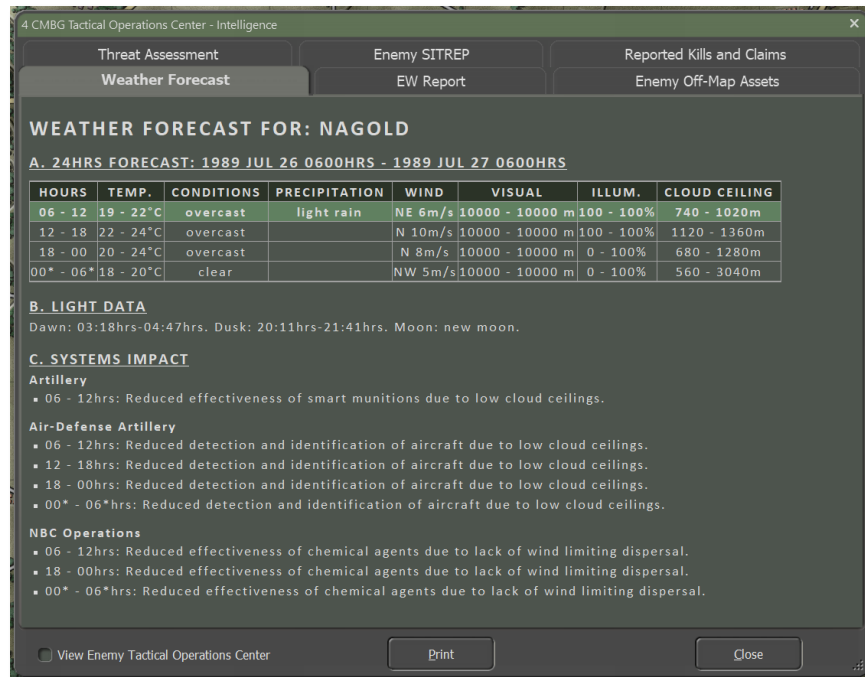
15.3.4 Weather Forecast

The Weather Forecast tab provides information on weather as well as any interference on various systems. Weather significantly impacts combat operations, and you, as commander, should plan accordingly.

Section A provides details of the weather forecast for 24 hours. This table includes the time in Hours of the weather conditions, the Temperature, Conditions of the sky, any Precipitation, Wind speed and direction, Visual (Visibility) and Illumination ranges (see Section 24.3 below), and Cloud Ceiling.

Section B, Light Data, notes the times for Dawn and Dusk, and the phase of the moon for night Illumination.

Section C provides information on any Systems Impact (Artillery, Air Defense, and NBC Operations) from the weather at different times of the scenario.



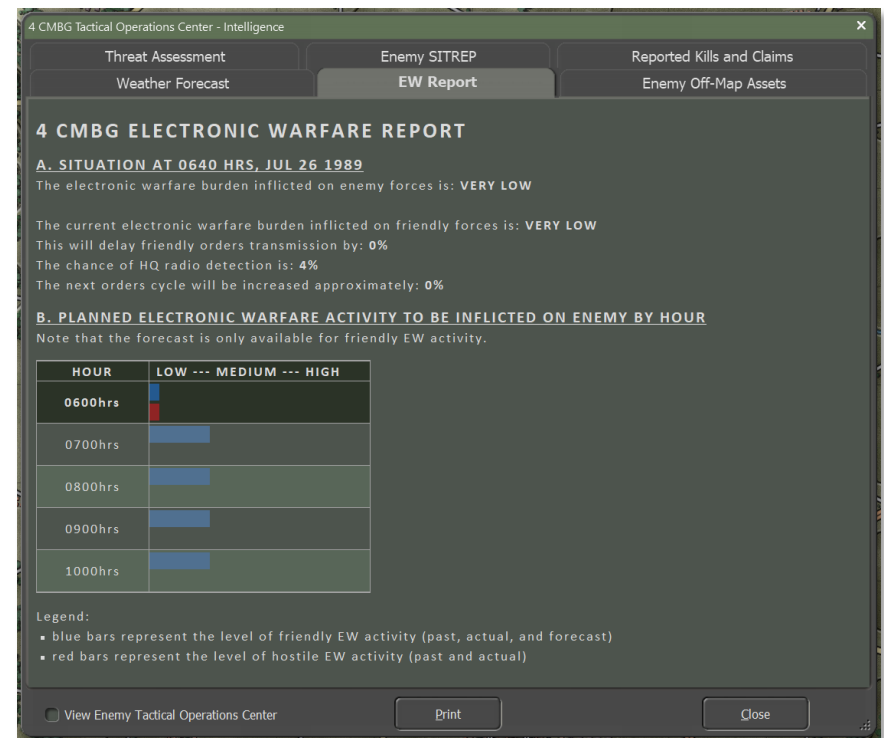
15.3.5 EW Report

The EW (Electronic Warfare) Report tab provides information on the level of your EW efforts and what the enemy is doing to you currently.

EW disrupts your communications with your troops and adds additional Delay to issuing orders. The higher the hindrance, the longer the delays (see Section 21.7 below).

Section A details the Situation of both your EW level versus the enemy's and the effects of the enemy EW on your forces. The main impact will be a Delay in your command cycle.

Section B shows Planned Electronic Warfare Activity to be Inflicted on the Enemy, By Hour which graphs out the level of EW for both sides (yours in blue) hour-by-hour for the scenario.



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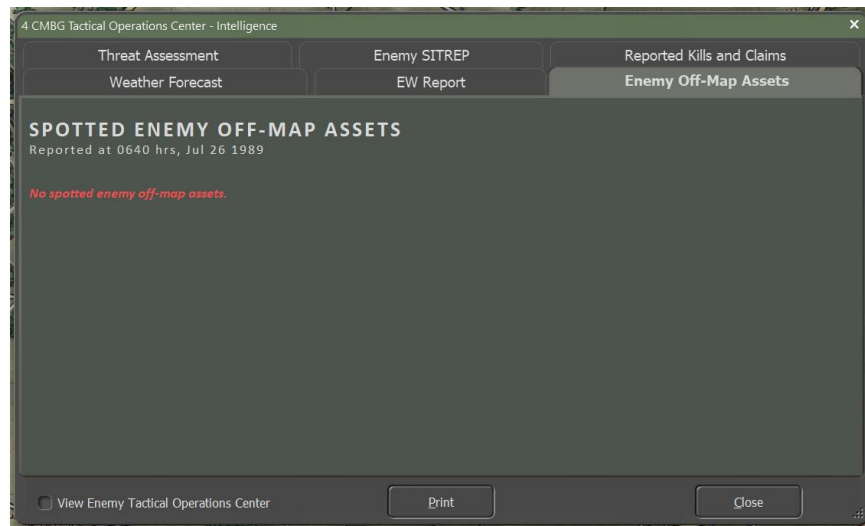
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15.3.6 Enemy Off-Map Assets

The Enemy Off-Map Assets tab lists any units the enemy has off-map that are Detected by radio intercepts, counter-battery radar, or other recon sources provided by friendly forces outside of your command. These units are being used against your forces.

Currently, those off-map assets are long-range artillery units. More types may be added in future updates.

These enemy units can be targeted by long-range artillery or airpower.



15.4 Fire Support

The Fire Support (FS) Staff Reports provide information about artillery and air units available in the scenario, a listing of fire missions and strikes planned and in progress, and any fire missions in the Fire Support Control Center (FSCC) queue.

If the following two Game Options were selected during scenario setup: Enemy Units Always Visible and Allow Gathering of Full Information of Visible Enemy Units, this dialog will have an option in the bottom left corner to View Enemy Tactical Operations Center. Checking this toggle converts each tab to show the same information but from the enemy's perspective and the details change accordingly. Uncheck this toggle to return to your forces' information. Selecting only one or the other of these two Game Options will not allow this information to be viewed (see Section 4.3.2 above).

15.4.1 Fire Support Assets

The Fire Support Assets tab notes mortars, artillery, rockets, and strike aircraft available to use during the scenario. Each entry shows the counter and the FSCC control toggle underneath it, see image below. Right-clicking the counter opens the Orders Menu Popup dialog to issue orders to these units (see Section 14.1 above).

The first text block on the left-most side provides the unit's name, training level, type, and size (artillery formations are normally called batteries). It also shows the unit's location (hyperlinked hex grid coordinates for on-map units or distance and map edge for off-map), the current orders, and arrival or withdrawal time if needed.

The next block states the current Readiness, Morale, and Ammo level percentages, along with the Spotted status of the unit.

The next block of information shows the unit's detailed ammunition levels.

The last block (furthest right) notes the details of any fire mission currently in progress. The first mortar unit has not yet fired in the image below, but the first artillery unit has a mission scheduled.

Running along the width of these blocks is information on what units it

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can provide fires for (see Sections 25.3 and 25.4 below) and the possible delay time for the call to be processed in the command chain. Underneath this is the unit's Fire Support Group information (see next subsection) and the Fire Mission Preset.

Tactical Operations Center - Fire Support

Fire Support Control Center Counter-Battery Air Support

Fire Support Assets Fire Missions

4 CMBG ACTIVE FIRE SUPPORT ASSETS
Reported at 06:52 hrs, Jul 26 1989

A. MORTARS

MTR/CST 1 R22eR, Veteran SP Artillery Platoon, 2 x M113A2, 8 x M125 and 2 x Headquarters (2 x APC, 2 x HQ and 8 x SPArty) in 1011.
Move Deliberate orders.
MTR/CST 1 R22eR is currently acting in support of all units, involving 1-4 hops and 2-12 mins of latency.

96% Readiness, 76% Morale, 100% Ammo unspotted
Ammo: 632 High Explosive, 272 Smoke - Visual
No targeting report available.

Assigned to Fire Support Group **FS Group A**, with target priorities (left to right) and minimum (spotted) target sizes:

INF	AT	ENG	REC	HQ	MOT	MCH	MTR	ILL	SMK
0	0	0	0	0	0	0	0	0	0

Fire mission preset: **No fire mission preset**

B. ARTILLERY

A/1 RCHA, Veteran SP Artillery Company, 3 x M113A2, 3 x Blowpipe SAM Team, 6 x M109 and 1 x M577A2 C2V (3 x APC, 1 x HQ, 3 x AD and 6 x SPArty) in 0105.
Barrage orders.
A/1 RCHA is currently acting in support of all units, involving 1-4 hops and 2-12 mins of latency.

99% Readiness, 75% Morale, 100% Ammo unspotted
Ammo: 168 High Explosive
30 x HE at 1812 from 06:57 Jul 26hrs

Assigned to Fire Support Group **FS Group B**, with target priorities (left to right) and minimum (spotted) target sizes:

HQ	AT	TNK	MCH	MOT	INF	AA	SUP	ART	MTR	ENG	REC	ILL	SMK	MNS	RDR	RKT
2	2	2	2	2	2	2	2	2	2	2	2	0	0	0	1	1

Fire mission preset: **No fire mission preset**

☐ View Enemy Tactical Operations Center

15.4.1.1 Fire Support Groups

Individual fire support assets can receive orders independently but it is more doctrinally correct to operate in coordinated groups known as Fire Support Groups (FSGs). Assets, typically of the same or very similar types, are grouped together and given a common targeting criteria so that only targets of a certain type and density are selected. This gives both finer-grained control and greater weight to the resulting fires.

FSGs are automatically created by the Fire Support Control Center (FSCC) at the start of a game. The Fire Support Group report shows which FSG each asset is assigned to, what the target priorities are from left to right, and what minimum Spotted target size in steps is needed to trigger a mission. Finally, a default Fire Mission Preset can be specified. This preset can include any available special ammunition such as smoke, illumination, or FASCAM (scatterable mines).

A unit will not fire as part of the group if unchecked from having FSCC control. It will remember which group it is part of in case it is selected again, however.

These settings can be viewed in greater detail as shown below by clicking on the FSG name ("FS Group A" in the example above).

Edit Fire Support Group FS Group A

FIRE SUPPORT GROUP: FS GROUP A (LIGHT MORTAR)

Units:
MTR/CST 1 R22eR

Target Type Selection and Minimum Spotted Steps Thresholds:

	INF	AT	ENG	REC	HQ	MOT	MCH	MTR	ILL	SMK	RDR	AA	RKT	MSL	ART	TNK	SUP	GND	AIR	MNS	OTH
All	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
None	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Defaults	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Click the arrows to move target types left/right or increase/decrease the spotted steps threshold. Use ALT and/or CTRL for larger changes.

Fire mission preset (all target types):
Any

☐ Apply to all Fire Support Groups of same type: Artillery, Area Fire, Mortar, Ar, or WMD

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The target types in row 1 of the green/red table represent target unit types (headquarters [HQ]), rocket artillery [RKT], missile systems [MSL], etc.) and special target types such as illumination (ILL), obscuration/smoke (SMK), and FASCAM minefields (MNS). Hover over the abbreviations to show their full descriptions.

The priority of the different target types can be increased (moved left) or decreased (moved right) by clicking on the left and right arrows under the Target Type names in Row 1.

The required density of subunits in a hex can be adjusted with the up and down arrows in Row 2.

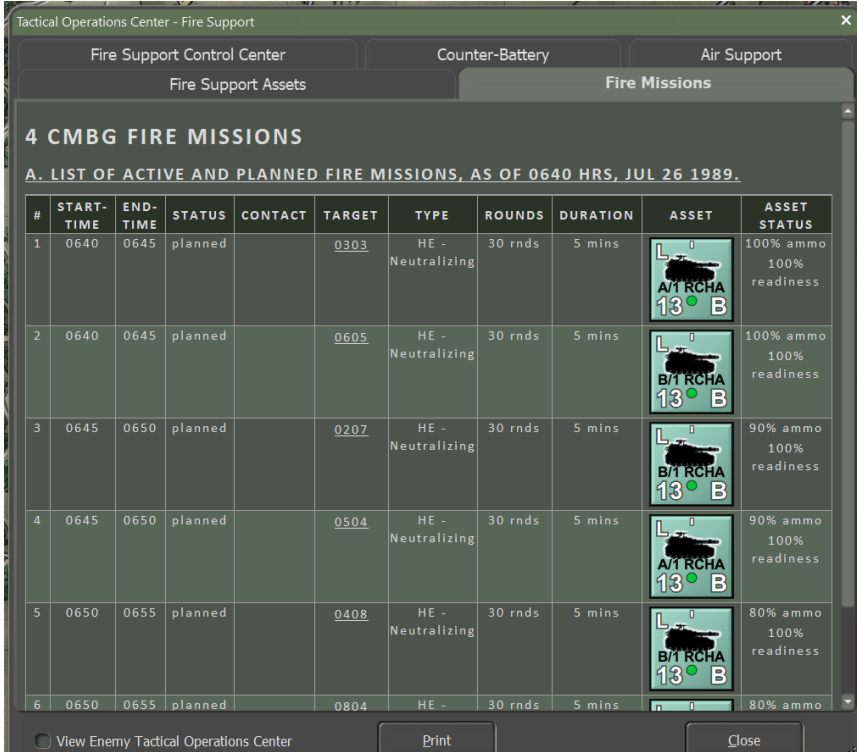
The type can be selected (green) or deselected (red) by toggling the check box in Row 3.

The preferred Fire Mission Preset for ammunition types and duration can be selected in the bottom drop down menu.

See **FM03B Tutorial Operations: Intermediate** for more information on using fire support groups.

15.4.2 Fire Missions

The Fire Missions tab shows a List of Active and Planned Fire Missions for your forces. Each numbered entry shows the Start and Finish time of the fire mission in game time, the Status of the mission (Active or Planned), the Contact number of the enemy if known/Spotted, the Target and its hyperlinked grid location if known/Spotted, Type of fire mission ammunition being used, the total number of Rounds to be fired at the target, the Duration of the fire mission, the counter of the Asset firing, and the Asset Status covering average Ammo percentage and Readiness level at each mission.



Tactical Operations Center - Fire Support

Fire Support Control Center Counter-Battery Air Support

Fire Support Assets Fire Missions

4 CMBG FIRE MISSIONS

A. LIST OF ACTIVE AND PLANNED FIRE MISSIONS, AS OF 0640 HRS, JUL 26 1989.

#	START-TIME	END-TIME	STATUS	CONTACT	TARGET	TYPE	ROUNDS	DURATION	ASSET	ASSET STATUS
1	0640	0645	planned		0303	HE - Neutralizing	30 rnds	5 mins		100% ammo 100% readiness
2	0640	0645	planned		0605	HE - Neutralizing	30 rnds	5 mins		100% ammo 100% readiness
3	0645	0650	planned		0207	HE - Neutralizing	30 rnds	5 mins		90% ammo 100% readiness
4	0645	0650	planned		0504	HE - Neutralizing	30 rnds	5 mins		90% ammo 100% readiness
5	0650	0655	planned		0408	HE - Neutralizing	30 rnds	5 mins		80% ammo 100% readiness
6	0650	0655	planned		0804	HE -	30 rnds	5 mins		80% ammo

☐ View Enemy Tactical Operations Center

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15.4.3 Fire Support Control Center (FSCC)

The Fire Support Control Center (FSCC) tab provides a listing of all requested fires on targets that have been Spotted and any off-map targets Detected for counter-battery fire.

Table A below shows the Queue of Fire Support Requests with their entry # (number), time the request was Sent, Time the request is needed, the request's Priority level (higher ranking is more important), the Contact identification number of the target, details on the Target including its type and if it is moving, the Location of the target using hyperlinked grid coordinates for on-map targets or directions for off-map targets, and the name of the Spotter or unit that is making the fire request.

You can also use this listing to find targets for manually entered fires from your artillery by noting the hex locations and target types.



Tactical Operations Center - Fire Support

Fire Support Assets | Fire Missions | **Fire Support Control Center** | Counter-Battery | Air Support

4 CMBG FSCC, AS OF 07:24 HRS, JUL 26 1989

A. QUEUE OF FIRE SUPPORT REQUESTS

#	SENT	TIME	PRIORITY	CONTACT	TARGET	LOCATION	SPOTTER
01867	0724 hrs	ASAP	56	115	Hard Target, moving	2221	1/E/8 CH
01864	0724 hrs	ASAP	55	115	Hard Target, moving	2221	
01419	0720 hrs	ASAP	53	115	Hard Target, moving	2221	1/E/8 CH
01430	0724 hrs	ASAP	51	117	Hard Target, moving	2421	1/E/8 CH
01418	0720 hrs	ASAP	50	115	Hard Target, moving	2221	2/D/1 R22eR
01863	0724 hrs	ASAP	35	104	Hard Target, moving	1719	2/D/1 R22eR
01424	0722 hrs	ASAP	30		WLR Scan	1826	3/D/1 R22eR
01390	0715 hrs	ASAP	30		WLR Scan	2424	1/E/8 CH
01367	0710 hrs	ASAP	30		WLR Scan	1410	2/D/8 CH
01406	0718 hrs	ASAP	28	115	Hard Target, moving	2221	2/D/1 R22eR
01391	0716 hrs	ASAP	28	115	Hard Target, moving	2221	1/E/8 CH
01417	0720 hrs	ASAP	25	104	Hard Target, moving	1719	2/D/1 R22eR
01380	0715 hrs	ASAP	25	108	Hard Target	1612	1/AT/CST 1 R22eR
01409	0719 hrs	ASAP	24	117	Hard Target, moving	2421	5/AT/CST 1 R22eR
01427	0724 hrs	ASAP	23	109	Hard Target	1712	
01413	0720 hrs	ASAP	17	104	Hard Target, moving	1719	5/AT/CST 1 R22eR
01416	0720 hrs	ASAP	17	105	Hard Target, moving	2219	3/D/1 R22eR
01378	0715 hrs	ASAP	17	108	Hard Target	1612	1/AT/CST 1 R22eR
01426	0724 hrs	ASAP	15	109	Hard Target	1712	

Table B below show the List of Accepted Fire Support Requests with their entry # (number), time the request was Sent, Received, and Processed, the Time the request was needed, Priority level, Contact number, Target details, hex Location, Spotter name, the Asset used, and the request's Status (Completed, Cancelled, or Aborted).



B. LIST OF ACCEPTED FIRE SUPPORT REQUESTS

#	SENT	RECEIVED	PROCESSED	TIME	PRI	CONTACT	TARGET	LOCATION	SPOTTER	MISSION	ASSET	STATUS
01384	0715	0720	0720	ASAP	17	129	Soft Target	2120		HE, 30 rnds, 12 mins	A/1 RCHA	Aborted
01373	0714	0724	0724	ASAP	27	117	Hard Target, moving	2421	2/444 Tac Hel Sqdn	HE, 30 rnds, 5 mins	B/1 RCHA	Cancelled
01318	0700	0702	0702	ASAP	25	104	Hard Target, moving	1719		HE, 30 rnds, 5 mins	A/1 RCHA	Completed
01219	0650	0652	0652	ASAP	15	200	Hard Target, moving	1713		HE, 60 rnds, 15 mins	MTR/CST 1 R22eR	Completed

The list contains requests which have been processed, with planned and executing missions highlighted.

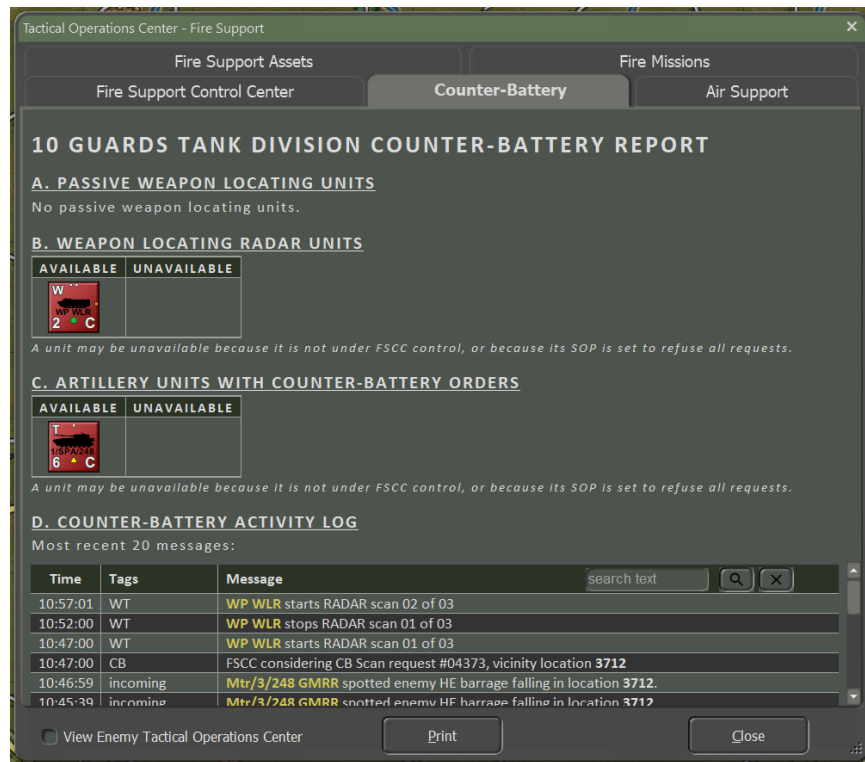
☐ View Enemy Tactical Operations Center

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15.4.4 Counter-Battery

The Counter-Battery tab shows any Weapons Locating Radar (WLR) available and provides details on counter battery actions that have been ordered or have occurred, as shown below.



Section A displays Passive Weapon Locating Units. These are currently not in the game.

Section B displays active Weapon Locating Radar (WLR) Units. WLR systems detect and track artillery projectiles in flight and estimate the location from which these projectiles were fired to Detect and locate hostile artillery positions.

When a hostile artillery position is detected, the WLR will pass the location of the Fire Support Control Center (FSCC) who will attempt to

issue a fire mission to an artillery unit that is on Counter Battery duty and within range of the hostile artillery unit (see Section 25.4 below for more on indirect fires and the FSCC).

Section C shows Artillery Units with Counter-Battery Orders listed as either Available or Unavailable. Available artillery units are those that have an On Call, Direct Support, or Counter Battery order and otherwise are ready to fire (i.e., not wiped out, not moving, not already assigned an FSCC mission, etc.).

Section D shows the most recent 20 messages from the Counter-Battery Activity Log (if there are at least 20 messages). This log has the same filtering and highlighting capabilities as the Radio Log covered in Section 14.4 above, with an additional filter to show only counter-battery-related activity.

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15.4.5 Air Support

The Air Support tab shows the current Situation regarding who has control over the air space along with the weather in Section A (see below). Control of the air provides an advantage to the owning side and affects the likelihood of an air strike getting intercepted or a helicopter being shot down from enemy fighter planes.

The screenshot shows the 'Tactical Operations Center - Fire Support' dialog box with the 'Air Support' tab selected. The dialog is divided into three main sections: A. SITUATION, B. AIR ASSETS, and C. (FORECAST) AIRSPACE STATUS AND WEATHER BY HOUR.

A. SITUATION (AT 09:59 HRS, AUG 2 1989)
The current airspace status is: **CONTESTED AIR SUPERIORITY**.
The current weather is: **DAY, OVERCAST, VISIBILITY 10,000M, CLOUD CEILING 615M**.
Dawn today: 03:45 Dec 30hrs, dusk: 21:23 Dec 30hrs.

B. AIR ASSETS

AIR ASSET	ARRIVAL	WITHDRAWAL	NIGHT OPS	ALL WEATHER
A/C Jaguar A Regular Aircraft Section, 2 x SEPECAT Jaguar A, 90 km W off-map.			Capable	Not Rated

C. (FORECAST) AIRSPACE STATUS AND WEATHER BY HOUR

HOURL	AIRSPACE CONTROL	WEATHER	VISIBILITY	CLOUD CEILING	ILLUMINATION
0800 hrs	Weak Warsaw Pact	16°C	10,000m	480m	100%
0900 hrs	Contested	18°C	10,000m	540m	100%

At the bottom of the dialog, there is a checkbox for 'View Enemy Tactical Operations Center', and 'Print' and 'Close' buttons.

Section B lists Air Assets in the scenario that are available to use. See Section 18.4.5 below for off-map air support, and Section 22.3 below for calling in air strikes. Additional information about air strikes can be found in Section 25.6 below.

Section C provides a full Forecast with Airspace Status and Weather by Hour. Weather affects Visibility range both along the horizontal plane

between ground units and also vertically due to a cloud ceiling restricting sight lines to and from aircraft (see Section 24.3 below). The forecast lists each Hour, Airspace Control, Weather, Visibility, Cloud Ceiling, and Illumination.

15.5 Personnel and Logistics

The Personnel and Logistic Staff Reports (PL) provide information about the condition of your forces, when new units will arrive on the map, when other units on the map will leave, and an overview of ammunition use and quantities for your forces.

If the following two Game Options were selected during scenario setup: Enemy Units Always Visible and Allow Gathering of Full Information of Visible Enemy Units, this dialog will have an option in the bottom left corner to View Enemy Tactical Operations Center. Checking this toggle converts each tab to show the same information but from the enemy's perspective and the details change accordingly. Uncheck this toggle to return to your forces' information. Selecting only one or the other of these two Game Options will not allow this information to be viewed (see Section 4.3.2 above).

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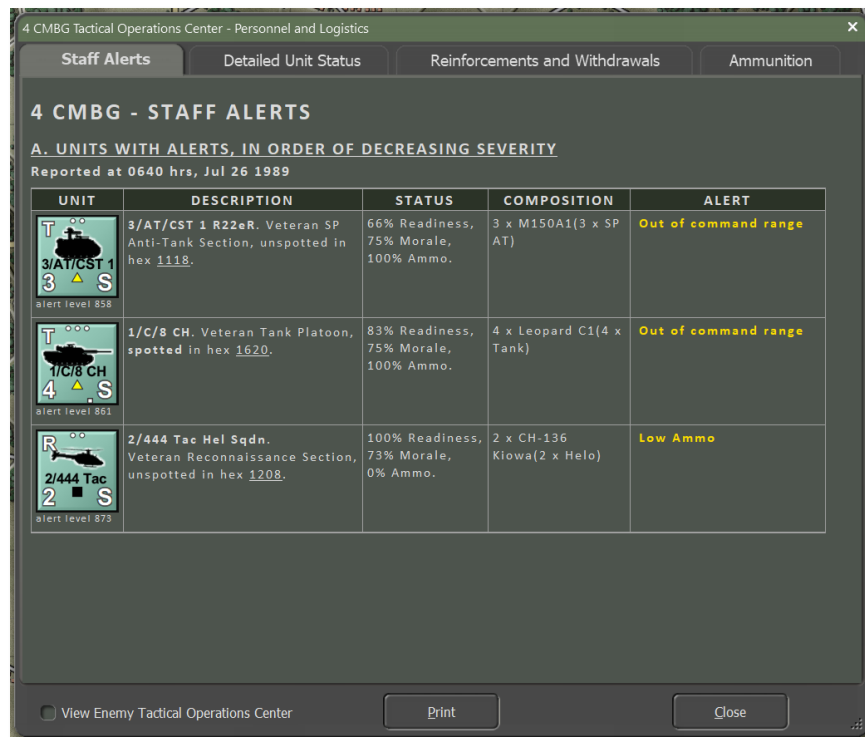
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15.5.1 Staff Alerts

The Staff Alerts tab warns about any units suffering problems that degrade their ability to fight and maneuver on the battlefield.

This includes the following problems:

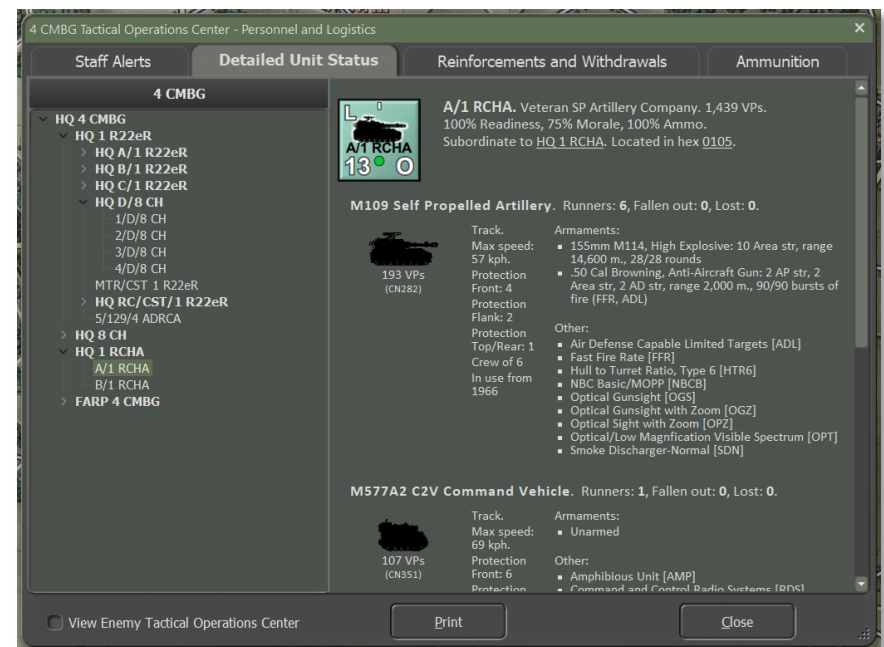
- **Out of Command Range** – This impedes resupply and adds Delays to orders being done (see Section 21.7 below).
- **Low Morale, Readiness, or Ammo** – These reduce the effectiveness of fighting the enemy (see Section 26 below).
- **Insufficient Transport** – This means units are Lost or stranded. Leg units no longer have carriers to move them quickly across the battlefield. The Leg Movement Indicator in the top left corner turns orange when a unit becomes Lost (see 22.1.3 below).



15.5.2 Detailed Unit Status

The Detailed Unit Status tab provides an order of battle (OOB) listing in the left window. Select a unit to display its information in the right window. This shows the counter with the unit's name, training, type, and total Victory Point (VP) value (see Section 15.1.2 above). Readiness, Morale, and Ammo percentages are shown along with hyperlinks to the unit's headquarters and its own location (four-digit column/row grid coordinates).

Below this is a breakdown of subunits by name and type with the current number of Active Runners, Fallen Out, and Lost units. Under this is a silhouette of the unit and its VP cost. The next column shows the type of mobility and top speed followed by a list of basic protection values (see this also in the Subunit Inspector [F6] and Section 14.3 above). The number of crew and date of use are also listed. Beside this column is a list of the subunit's armaments and special capabilities. At the very end is information on number of enemy units it has claimed as destroyed.



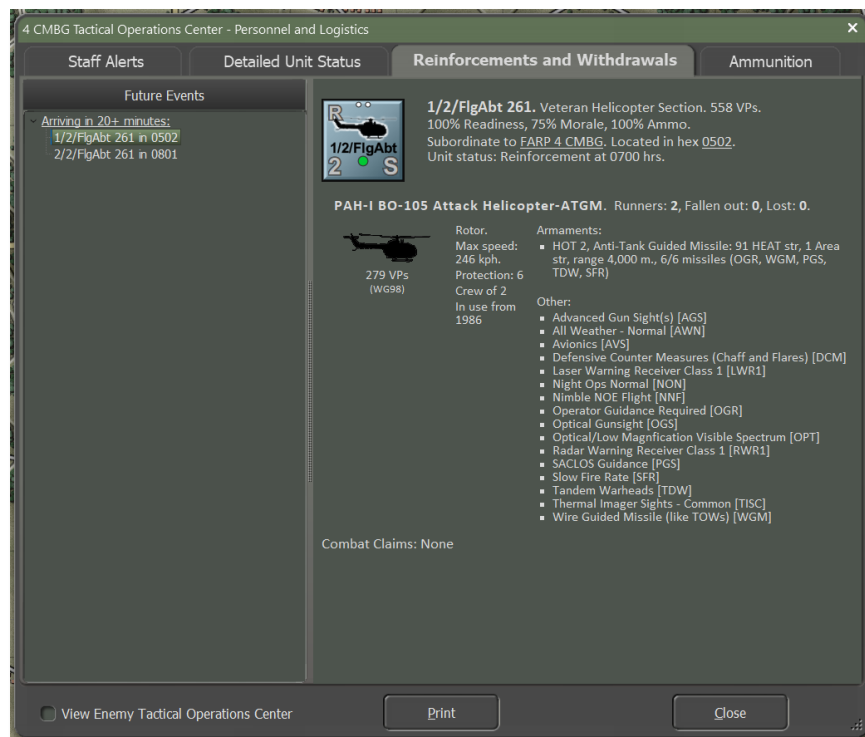
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15.5.3 Reinforcements and Withdrawals

The Reinforcement and Withdrawals tab provides an order of battle (OOB) listing in the left window that organizes the units by arrival or withdrawal time throughout the scenario. Selecting a unit in the left window provides a subunit breakdown and details in the right window, as seen in Section 15.5.2 above.

Of importance in the right window is the time of arrival or withdrawal and the hex the unit will enter the map. This is displayed in the last line of the detailed unit information (to the right of the unit counter) under Unit Status. Click the hyperlink for the location in the line above to flash the hex on the map.



15.5.4 Ammunition

The Ammunition tab provides a means to track and review a unit's Ammo use and remaining rounds by weapon and by munition for weapons that use multiple types. This report is updated as the scenario unfolds.

Section A runs down the Overall Ammunition Status of your force.

This table shows the weapon system's Ammo Type and Description, the starting Basic Loadout of the ammunition, the current number of rounds/bursts On Hand, the Percentage On Hand, and the number of rounds or bursts that have been Expended.

Information in yellow highlights units and subunits that have fired and expended ammunition. The values in white reflect units that have not engaged the enemy. Currently, there may be duplicated entries from different subunit types with the same weapon system.

4 CMBG Tactical Operations Center - Personnel and Logistics

Staff Alerts Detailed Unit Status Reinforcements and Withdrawals **Ammunition**

4 CMBG - AMMUNITION STATUS
Reported at 0640 hrs, Jul 26 1989

Overall status, followed by detailed report by unit.

A. OVERALL AMMUNITION STATUS

AMMO TYPE / DESCRIPTION	BASIC LOAD	ON HAND	% ON HAND	EXPENDED
ADATS / ATGM/SAM Missile	32	27	84	5
105mm L7 / HE Plastique/Squash Head	1520	1490	98	30
Hand Grenade / Explosive Device	6	6	100	0
FN-HP No.2 Pistol / Light Small Arms	20	20	100	0
HOT 2 / Anti-Tank Guided Missile	24	24	100	0
Blowpipe / Surface to Air Missile	44	44	100	0
5.56 C8 Carbine / Medium Small Arms	60	60	100	0
.50 Cal Browning / Anti-Aircraft Gun	90	90	100	0
81mm M29 / Smoke - Visually Blocking	272	272	100	0
M2 Carl Gustav / Recoilless Rifle	312	312	100	0
155mm M114 / High Explosive	336	336	100	0
BGM-71B TOW / Anti-Tank Guided Missile	384	384	100	0
81mm M29 / High Explosive	632	632	100	0
7.62mm L37 / Vehicle Support Weapon	1080	1080	100	0
.50 Cal Browning / Vehicle Support Weapon	1080	1080	100	0
105mm L7 / High Explosive	1440	1440	100	0
105mm L7 / Armor Piercing	1520	1520	100	0

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Section B shows each unit and the ammunition for each significant weapon system (no small arms weapons are listed). Each entry contains the unit's name, unit composition, counter, and then a table showing each weapon system's ammunition in the same format detailed in Section A above.

HQ 1 RCHA 3 x APC, 6 x HQ and 3 x AD.					
	AMMO TYPE / DESCRIPTION	BASIC LOAD	ON HAND	% ON HAND	EXPENDED
	Blowpipe / Surface to Air Missile	12	12	100	0
A/1 RCHA 3 x APC, 1 x HQ, 3 x AD and 6 x SPArty.					
	AMMO TYPE / DESCRIPTION	BASIC LOAD	ON HAND	% ON HAND	EXPENDED
	Blowpipe / Surface to Air Missile	12	12	100	0
	155mm M114 / High Explosive	168	168	100	0
B/1 RCHA 3 x APC, 1 x HQ, 3 x AD and 6 x SPArty.					
	AMMO TYPE / DESCRIPTION	BASIC LOAD	ON HAND	% ON HAND	EXPENDED
	Blowpipe / Surface to Air Missile	12	12	100	0
	155mm M114 / High Explosive	168	168	100	0
5/129/4 ADRCA 2 x AD.					
	AMMO TYPE / DESCRIPTION	BASIC LOAD	ON HAND	% ON HAND	EXPENDED
	ADATS / ATGM/SAM Missile	16	12	75	4

16 The Game Map

All action in the game takes place on beautifully rendered maps of real-world terrain. Each hex represents 500 meters of distance from hex face to hex face. The map shows terrain elevations, terrain types, roads, rails, and map markers. Knowing the effects of these elements is critical for success on the battlefield.



16.1 Moving the Map

There are a few ways to move around the map during the game:

- Scroll the map by placing the mouse cursor near a map or program edge. This is defined in User Preferences under Map Scrolling Parameters ([F2], see Section 3.2.1 above).
- Left-click and drag any non-unit part of the map to a new position on the screen in real time. Clicking a unit highlights the counter in a yellow square. Clicking a hex highlights the hex in gray.
- Click the Mini Map to center the game map on the specified location based on the zoom level (see Section 13.4 above).

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16.2 Zooming the Map

There are a few ways to zoom the map during the game:

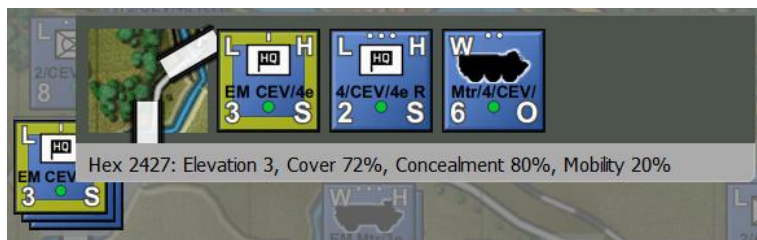
- Roll a mouse wheel to zoom the map in and out by set increments if your mouse is equipped as such. A setting in the User Preferences [**F2**] reverses the direction of the zoom function (see Section 3.1.1 above).
- Click the Mini Map (+) and (–) speed buttons. The Fit button zooms the map out so the whole map is visible on the screen (see Section 13.4 above).

NOTE: To take a screen capture of your entire map, it may be more helpful to use the Full Map Screen Capture [**Ctrl+Z**] feature instead. This captures the entire game map and all counters and markers on it with no UI shown and saves in the specified screen capture folder.

- Go to the Options menu to select the Map Zoom Option item and select a Zoom from the menu (see Section 11.9.3 above). Hotkeys for different zoom levels are listed in this submenu (**Ctrl** + numbers **0** through **9**).

16.3 Flyout Panel/Unit Hint

The Flyout Panel opens from hovering the mouse cursor over a stack of units or a hex on the map. The Flyout Panel appears after a second or so showing the terrain under the counters or markers, any significant markers like Victory Point (VP) locations, bridges, mines, or obstacles, as well as each of the counters present in the stack. At the bottom of the Flyout Panel are the hex location (column/row grid coordinates), Elevation, Cover, Concealment, and Mobility values.



How long it takes to trigger the Flyout Panel can be changed via the Map Mouse Hover Delay setting in the General tab of User Preferences ([**F2**], see Section 3.1.1 above).

Beyond helping to see stacked units, the Flyout Panel facilitates right-clicking on units to issue orders. **Shift**-click units to group select them (see Section 21.9 below for issuing group orders).

16.4 Elevations

The ground on the game map is shaded differently based on elevation (see also Section 11.8.2 above). The more elevated the terrain, the lighter the basic green color. Elevated sections of the terrain are outlined in a visible shaded edge.



Check the hex elevation by hovering over the tile to open this information in the Flyout Panel (see Section 16.3 above), in the Status Bar at the bottom right of the screen (see Section 12.2 above), or going to the Terrain Overlay menu and selecting Elevation Values (see Section 11.8.2 above).

Placing units on higher terrain provides them with a better Line of Sight (see Section 11.6.1 above).

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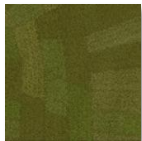
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16.5 Terrain

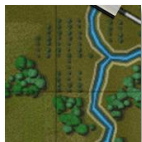
Each type of terrain has values for Cover (see Section 11.8.3 above), Concealment (Section 11.8.4 above), and Mobility (Section 11.8.5 above) that impact Spotting, combat, and movement in various ways. The values are set in the Map Values Editor for each map used in the game. See Section 11.8 above for more information about other terrain factors.



- **Clear** – A few small elements are visible on the elevation art. These tiles are not really “clear” as they have a small number of rolling hills, trees, fields, and buildings. However, these elements have relatively small amounts of Cover and Concealment capabilities.



- **Fields** – Cultivated farm fields. Relatively flat, solid terrain. One of the more numerous terrain types in central Europe. Fields do provide some Concealment with the crops during growing seasons.



- **Forest/Orchards** – Lots of trees of various types cut with the occasional path, trail, or road. Not so thick that driving over them is prohibited. Orchards show smaller trees in nicely spaced rows. Trees can also be found along many country roads.



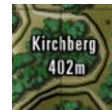
- **Rural** – Houses and small buildings found in villages and towns. These built-up areas provide good Cover and Concealment, and decent Mobility with many roads. They also provide good ambush sites for infantry against armored vehicles. Depicted as orange squares, some trees, and minor roads.



- **Urban** – Larger government buildings, shops, and apartment complexes. These built-up areas provide good Cover and Concealment, and decent Mobility with many roads. They provide good ambush sites for infantry against armored vehicles. Depicted as red squares, a few trees, and roads.



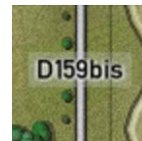
- **Industrial** – Factories and warehouses. These built-up areas provide good Cover and Concealment, and decent Mobility with many roads. They provide good ambush sites for infantry against armored vehicles. Depicted as brown squares, occasional trees, and roads.



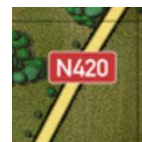
- **Named Landmarks** – Maps may have some named landmarks like airfields, depots, or hills with heights. Cosmetic but informational.

16.6 Roads

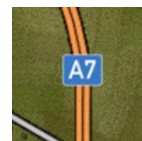
Each type of road provides improved ease of movement through the various types of terrain found on the map compared to off-road routes. There are a few types of road networks.



- **Road** – Basic two-lane country roads that are paved and in decent condition. Roads provide a suitable means of movement for forces through the various terrain on the map. Roads are shown as gray lines with a black border.



- **Highway** – Multilane roads, paved and in good condition for heavy traffic. Highways provide a reasonable means of movement for forces through the various terrain on the map. Highways are shown as wide yellow lines with a black border.



- **Autobahn** – Modern, very wide multi-lane roads built to allow fast movement of traffic and military vehicles. Autobahns provide an excellent means of movement for forces through the various terrain on the map. Autobahns are shown as double orange lines with black borders.

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16.7 Railroads



- **Railroad** – While we do not have trains or move things by rail in the game, railways are shown as alternating black and light gray lines on the map. Rail bridges are also shown on the maps and can, in a pinch, be used to cross units over water.

16.8 Water Obstacles

There are a few types of water obstacles that can hamper the movement of military units across the map. There are different means to cross these obstacles.



- **Stream** – Small, narrow, and shallow bodies of water. With a bit of prep time, units can cross streams without the aid of existing bridges nor engineered bridges.



- **Minor River** – Wide enough and deep enough to require a bridge (road or engineering) or amphibious vehicles to cross (with some prep time). Most minor rivers are named on the map.



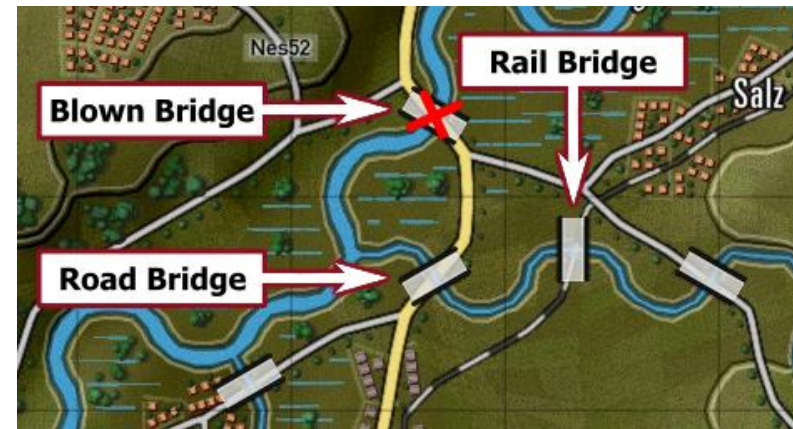
- **Major River** – Vast and deep bodies of water that must be crossed by bridge (may be shown with two bridge markers) or swam at slow speeds by amphibious-capable vehicles. Most major rivers are named on the map.



- **Lakes** – Lakes and ponds are various sizes of enclosed water obstacles. The only means of crossing these obstacles is an engineered bridge or two or amphibious units that can slowly swim across to the other side. In most cases, going around lakes is the better plan.

16.9 Bridges

As noted in the section above, bridges are the primary way to cross rivers and streams. These markers are shown on the map as wide, white/light gray, semi-transparent rectangles with black edges when part of the map. Combat engineers can also place them on the map across water obstacles to meet up with the ends of roads, see **FM03B Tutorial Operations: Intermediate** for more information on using engineers.



- Road and Rail Bridges both use the same marker.
- A Blown Bridge is marked with a red cross over it, as shown above. Bridges can be in a blown state as part of the scenario design or can be blown with engineering units during a scenario.
- Specific engineering units can place temporary bridges across water obstacles. These bridges are colored blue for NATO-owned and red for Warsaw Pact-owned.

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16.10 Map Markers – Full Hex

Full hex map markers apply their effects on the entire hex and any units within. The color shows ownership for some of them, red for Player 1 and blue for Player 2. Un-owned markers are in yellow.



- **Brew/Casualty** – Small blue (Player 1) or red (Player 2) kill markers of smoking tanks or crosses show where a subunit vehicle or squad was destroyed or fell out.
- **Chemical Contamination** – This hex is contaminated with persistent chemicals. Units can suffer losses if they move through these areas and become contaminated.
- **Crater** – A small image shows the impact points of a barrage or air strike. Craters cause a slight Movement penalty in the hex (see Section 11.8.5 above for more on Mobility ratings).
- **Fortification** – A purposely-built defensive structure made to protect forces from enemy fire. Units can Screen or Hold in them to gain a significant protection advantage. Not currently in the game.
- **Gas – Nonpersistent** – This hex contains a non-persistent chemical cloud. Units that enter run the risk of losing subunits. These clouds dissipate over time and pose no lingering threat.

- **Improved Position (IP)** – An engineered defensive position that provides additional protection to units in these hexes.
- **Minefield** – A mixed anti-tank/anti-personnel minefield that attacks all who enter this location, particularly those who do not know it is there. Engineering units can clear lanes in these fields for safe movement (see Section 23.4 below for minefield movement orders).
- **Obstacle** – An engineered barrier that obstructs the movement of forces leading to movement delays. Engineering units can clear lanes in these fields for safe movement.
- **Radiation** – This hex is littered with highly radioactive debris and fallout after a nuclear strike. Entering these hexes can cause losses to subunits based on their NBC (nuclear, chemical, and biological) protection level. Units moving through become contaminated and must be “cleaned” when out of the hazardous terrain by ordering Rest and Resupply.
- **Reduced Fortification** – This shows a fortification that has been damaged by engineers or combat and is no longer able to protect the unit in it. Not currently in the game.
- **Reduced Improved Position (IP)** – This shows an Improved Position (IP) that has been damaged by engineers or combat and is no longer able to protect the unit in it.
- **Reduced Minefield** – This shows a minefield that has been cleared by engineers and has lanes making it safe to pass through.
- **Reduced Obstacle** – This shows an obstacle that has been cleared by engineers and has lanes making it safe to pass through.
- **Smoke: Normal** – An obscuring cloud that extensively reduces the Visibility into and through these hexes unless a unit is using thermal sight.
- **Smoke: Thermal** – A thermally obscuring cloud that considerably reduces the Visibility into and through these hexes unless a unit is using a radar system for Spotting.
- **Smoke: Multi-Spectral** – An obscuring cloud that blocks visual, thermal, and radars from seeing into and past these hexes.

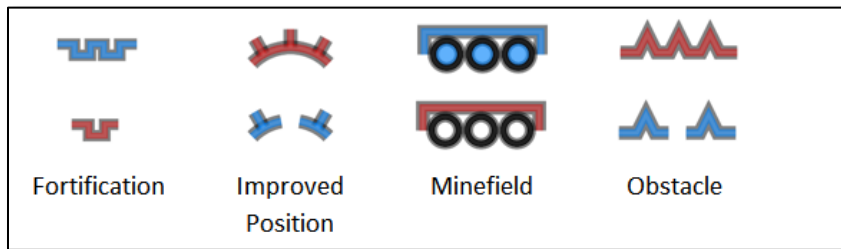
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- **VP Location** – A banner with the Victory Point (VP) value that is awarded to the owner who holds the objective at the end of the game (blue: Player 1 and red: Player 2). Unclaimed VP locations are shown with a split blue/red symbol. The point values for these locations can be split with different values for each side.

16.11 Map Markers – Hex Edge

Hex edge map markers are placed along the edge(s) of a hex and the effect only applies when crossing that hex edge. These markers are shown as full-effect in the top row of the image below or reduced-effect in the bottom row for each type of marker. The color shows ownership: red for Player 1 and blue for Player 2. Un-owned markers are in yellow.



- **Fortification** – A purposely-built defensive structure made to protect forces from enemy fire. Units can Screen or Hold behind these hex edges to gain a significant protection advantage. A Reduced Fortification has been damaged by engineers or combat and is no longer able to protect units in it. Not currently in the game.
- **Improved Position (IP)** – An engineered defensive position that provides additional protection to units behind these hex edges. A reduced IP marker shows an Improved Position (IP) that has been damaged by engineers or combat and is no longer able to protect units behind it.
- **Minefield** – A mixed anti-tank/anti-personnel minefield that attacks all who enter the location, particularly those who do not know it is there. A Reduced Minefield shows that it has been cleared by engineers with lanes making it safe to pass through (see Section 23.4 below for minefield movement orders).

- **Obstacle** – An engineered barrier that obstructs movement leading to movement delays. Engineering units can clear lanes in these fields for safe movement. A Reduced Obstacle shows an obstacle that has been cleared by engineers with lanes making it safe to pass through.

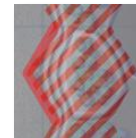
16.12 MCOO Map Legend

The following hatches and lines are found on the Modified Combined Obstacle Overlay (MCOO; pronounced mah-KOO) and have the following effects on gameplay for ground-based units. These effects do not hamper the movement of air units.

The MCOO can be activated by the Terrain Overlay menu bar item (see Section 11.8.1 above) or hitting **Ctrl+M**.



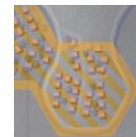
- **Impossible Terrain** – Terrain with red cross-hatching is considered impassable by ground units. Units cannot travel into or through this type of terrain. There is no impossible terrain currently in the game.



- **Impossible Hex Edge** – Hex edges shown with a red solid line are impassable to ground forces. This indicates a slope that is at an incline/decline that is too steep for ground units to navigate. This is seen in hexes with multiple elevations at an edge. See Section 11.8.2 above for more on Elevation values.



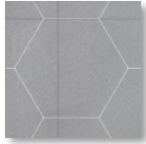
- **Slow-Go Terrain** – Terrain with a red hatch is noted as slow-go terrain. This means ground units are slowed down as they navigate more restricted lanes of travel. This terrain is mainly seen in forested hexes in the game. See Section 11.8.5 above for more on Mobility ratings.



- **Built-Up Terrain** – Terrain with an orange hatch is built-up with villages, towns, or cities. Units travel a bit slower through these areas. These hexes are also potentially dangerous for units moving through as Cover and Concealment for enemies is high in these areas (see Sections 11.8.3 and 11.8.4 above, respectively).

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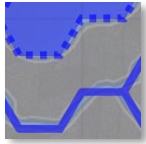
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- **Open Terrain** – Gray zones are considered open ground. These hexes have relatively few hills, trees, or buildings, and can be crossed without slowing down. They also have clear lanes of fire and Lines of Sight (see Section 11.6.1 above). These areas are good to avoid if moving into an enemy area but having clear lanes of fire from Cover is excellent when defending.



- **Road Network** – Yellow lines show the road network on the map. This terrain has better movement rates than open ground and also allows for faster travel through any Slow-Go or Built-Up Terrain.



- **Water Obstacles** – Solid blue lines or blue-filled hexes represent water obstacles that require bridging or units with amphibious capability to cross over them. Other units can cross with road bridges. See Section 16.8 above for information on water obstacles.

16.13 Animated Fire Lines

Flashpoint Campaigns: Cold War offers two types of fire line animations: default basic fire lines or direct-fire-based weapon animations. Toggle these weapon-based effects from the User Preferences menu ([F2], see Section 3.3 above).

NOTE: In the following images, the counters used are for fire line/animation illustration purposes only and may not reflect the weapons capability of the units shown.

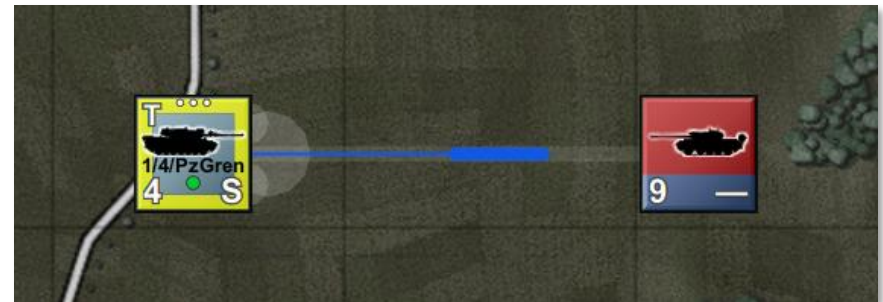
16.13.1 Classic Fire Lines

These are fat red/blue lines from shooter to target. Default colors, transparency, and width can be changed in User Preferences ([F2], see Section 3.3 above).



16.13.2 Main Gun Fire

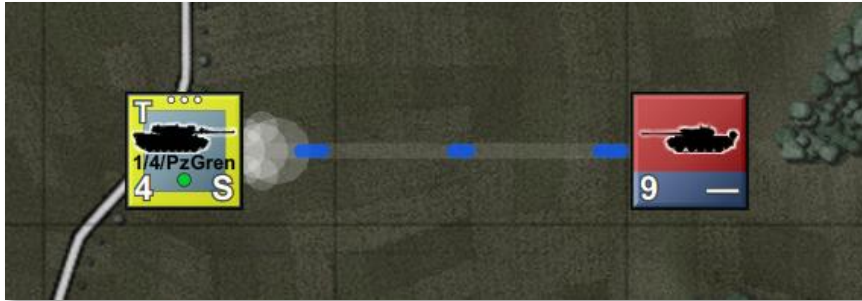
These are narrow, semi-transparent, straight lines from shooter to target. Main gun fire lines show a fast-moving projectile with a thin vapor trail moving from shooter to target. There is a wide muzzle blast smoke animation at the shooter location.



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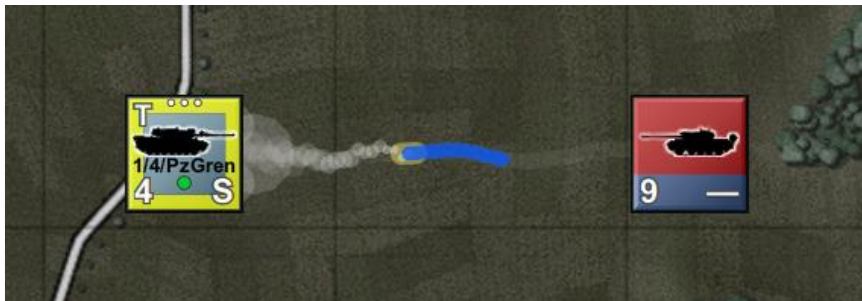
16.13.3 Autocannon/Machine Gun

These are narrow, semi-transparent, straight-line vapor trails with three short projectiles moving from shooter to target. There are three narrow muzzle blasts and corresponding smoke animations at the shooter location.



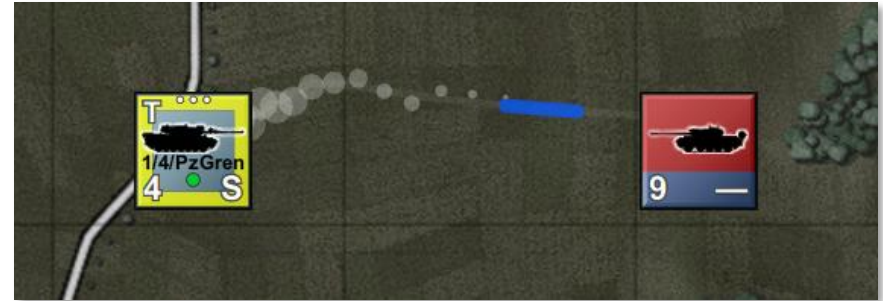
16.13.4 Anti-Tank Guided Missile

These are wiggly-trajectory vapor trails from shooter to target, representing anti-tank guided missile course corrections, with a fat projectile, a bright tail from the engine (shown with a mixture of white, yellow, orange, and red), and a vanishing smoke trail. There is a launch blast smoke animation at the shooter location.



16.13.5 Surface-to-Air Missile (SAM)

These are hooked-trajectory vapor trails from shooter to target, representing off-angle launch followed by tracking, and a fat, accelerating projectile with a persistent smoke trail. There is a launch blast smoke animation at the shooter location.



16.13.6 Fire Line Colors and Scaling

Projectile colors follow User Preferences for Line of Fire colors for both sides ([F2], see Section 3.4 above). It may be desirable to switch to more tracer-like colors like yellow, orange, or red to brighten up the default colors.

Animation sizes follow map scaling and will scale up and down with changes in zoom levels.

Animation speed follows other animation speeds but is capped at a maximum speed value of 50. Reduce animation speed below 50 to slow down fire exchange animations (see Section 3.1.1 above).

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17 Unit Counters



Units are the individual playing pieces in the game. Units are composed of one or more subunits such as vehicles, aircraft, artillery pieces, or squads of people. Details of the counter display are examined below.

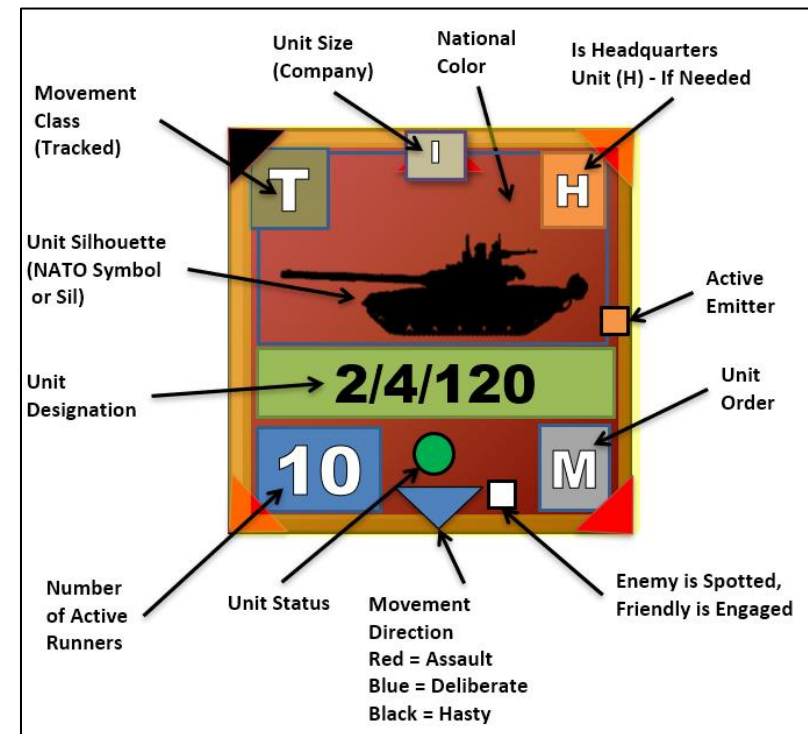
For example, a tank brigade HQ unit composed of 3 subunits might contain a T-80 command tank, a BMP-2 armored personnel carrier, and a BTR-60 command vehicle. Units can also be a mix of unit types that are used together for operation needs. One of the most common mixed units are mechanized units with Infantry Fighting Vehicles (IFVs) or Armored Personnel Carriers (APCs), infantry squads, and weapon teams. Aircraft units like helicopters or Close Air Support (CAS) assets are always of the same type in a unit but could have different roles like attack and recon (see Section 18 below for more on roles).

The unit counters in the game contain several important values and show a variety of information on the state of the unit. These items are detailed in the following section.

17.1 Counter Information Layout

The image below shows all the various bits of information contained on most of the counters in the game.

Understanding these items and their meaning is essential to the game. The breakdown begins with the Unit Silhouette (middle left-side label in the image below) and moves clockwise via labels.



- **Unit Silhouette (Sil)** – The primary constitution of the unit is shown by the central graphic. In this case a tank is shown with a fair assumption that the unit is predominantly composed of those types. Vehicles of all types, artillery, and aircraft are shown with vehicle graphics. Non-vehicular units use NATO symbol graphics. This shows up, for example, if the unit is composed of carrier vehicles and dismountable passengers. The vehicle Sil is shown while the unit is

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moving and the dominant passenger NATO symbol is shown while the unit is stationary to indicate that the passengers have dismounted.

- **Movement Class** – The letter in the upper left of the counter indicates the unit's movement class type. These types are as follows: "L" = Leg, "W" = Wheeled, "T" = Tracked, "R" = Rotor, "P" = Propeller, "J" = Jet, "R" = Rocket, "S" = Static (non-movable).

NOTE: See Section 22.1.3 below for details on the Lost Transport Indicator that can also appear in this location.

- **Unit Size** – The icon at the top center shows the size of the unit, which in this case is a company. The size indicators are "X" = brigade, "III" = regiment, "II" = battalion, "I" = company (approx. 10 subunits), "... " = platoon (approx. 3-5 subunits), ".. " section (1 or 2 subunits), and "." = an individual subunit. This information is shown only to the owning player.

NOTE: For headquarters units, the unit size shown is the size of the command, not of the HQ unit itself.

- **National Color** – Every unit of a nation has a color-coded background for the unit counters. The Soviets are red, the Americans are green, and the French are blue. Each nation's background is unique and allows the players to tell the various forces apart.
- **Is Headquarter Unit (H)** – The "H" in the upper right corner means that this unit is a headquarters unit. Some are formally organized to be headquarters and some are just acting as such. In either case, an H appears in this location. This information is shown only to the owning player. These units provide the chain of command and communications link to their subordinates.
- **Active Emitter** – If a unit is equipped with a radar system that is activated and in use, i.e., air search or ground search, an orange box is displayed along the right edge of the counter to show an active emitter.
- **Unit Order** – The white letter in the lower right corner of the counter indicates the unit's current order ("M" in the above example). Valid orders are the following: "A" = Assault, "M" = Move

Deliberate or Move Hasty, "S" = Screen, "H" = Hold, "B" = Barrage, "G" = Gas Attack, "C" = Counter Battery, "E" = Engineering Action, "R" = Resupply, "O" = On Call, "F" = Fallback (Scooting), "W" = Withdrawing, and "Z" = Hunt (for helicopters). This information is shown only to the owning player. These orders will be explained in more detail in Section 21 below.

- **Spotted Indicator** – If the unit has been sighted by the enemy, a very tiny white square is drawn at the bottom of the counter next to the unit order. It is enlarged on the image above and will look like a "." punctuation mark to the lower left of the order indicator. This is based on being lazed, shot at, or a reasonable estimation of "we see them so I bet they can see us" for your units if they have Spotted the enemy.

NOTE: This indicator only shows if the option Enemy Units Are Always Visible is turned on during scenario set up, see Section 4.3.2 above for more information on selection these options.

- **Movement Direction** – A small triangle is drawn to point in the direction of the next move if a unit is ordered to move or already in motion. A black triangle means the unit is using road movement via a Hasty Move order and is going for speed over combat readiness. A blue triangle indicates a Deliberate Move order where the unit is moving more carefully, using both road and off-road movements towards the objective while being ready for combat. A red triangle indicates a unit moving in an Assault order and is combat ready. Assault movement is a bit faster than Deliberate, trading Cover for speed to close on an objective.

NOTE: More information can be found in Section 21.2 below for Issuing Primary Unit Orders, Section 22 below for Plotting Movement and Fires, and Section 23.4 below for more on Movement Preferences.

- **Unit Status** – A symbol in the center of the bottom area of the counter quickly shows a unit's overall combat effectiveness. The symbols are used as follows:
 - **Green Circle** – Indicates the unit is combat effective and is in good order with Ammo and Readiness levels.

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- **Yellow Triangle** – Indicates a unit is of marginal fighting capability. It has possibly taken some losses or is low on Ammo, Readiness, or Morale and its combat abilities are reduced.
- **Red Diamond** – Indicates a unit with critical combat effectiveness conditions. It is deficient in Ammo, Readiness, or Morale, has taken significant losses, or a combination of this effect. These units should be pulled out of combat for Resupply as they are not very effective in this state.
- **Black Square** – Indicates a unit has reached combat ineffectiveness and is no longer capable of practical combat action. These units are usually out of critical Ammo, very low on Readiness, have shattered Morale, or sustained heavy losses in several subunits. See Section 26 below for combat soft factors.
- **Number of Active Runners** – The large number in the bottom left corner is the number of mission-capable subunits ("10" in this example). A subunit is mission-capable (also known as a "runner") if it is physically and psychologically able to carry out its orders. The other possible states are Destroyed and Fallen Out. A tank that has thrown a track, a truck with a conked-out or broken down engine, or an infantry squad so shattered that it cannot rise from the bottom of its trench are examples of subunits that have Fallen Out. Fallen out subunits count equally with Destroyed subunits for victory purposes but can be recovered between scenarios in a campaign game.
- **Unit Designation** – Immediately below the unit graphic is an identifying unit designation. These tags allow the player to more quickly identify where the unit belongs in the general organization of your forces. This information is shown only to the owning player and long tags are truncated to fit. This unit designation matches the unit identifier in the Order of Battle tree (see Section 20 below).

18 Specific Unit Roles

Flashpoint Campaigns: Cold War has a vast array of unit types covering the major platforms (vehicles, aircraft, helicopters, field guns, etc.) and squads of the Cold War. The primary unit types are described below.

How these units are used in battle and more information about their systems and sensors can be found in **FM02 Battlefield Primer**.

NOTE: Roles can be changed in the game which impacts how the AI tries to use the units (see Section 14.1.1 above for how to change this). Recce units try to be out front locating the enemy. Following that are the Main Effort (mainly armor) and Line (mainly mechanized/infantry) units. Just behind those or mixed in are Overwatch units (defense and dedicated anti-tank units). Finally, those in a Support role (mainly headquarters and artillery units) should stay at the rear of the force.

18.1 Recce

Recce units (also known as Recon or Reconnaissance) are ideal scouts and should be used to find enemy units to build a picture of how and where the enemy is attacking from. Reconnaissance units can safely operate outside the command range with no penalties as they are trained to do this and often have better equipment and sensors to Spot enemy troops. Most of them are also harder to Spot, but the downside of these units (in most cases) is that they are only lightly armed and armored and therefore easier to lose.

Recon units are typically not meant to stop enemy line forces but to locate them so you, the commander, can plan how to deal with them using your line and other forces like artillery. It is also critical as a commander to find and eliminate enemy recon units to deny them the ability to find and attack you.

18.2 Main Effort and Line

Units with tank, infantry, or mechanized infantry subunits are defined as "Main Effort" or "Line" units. Main effort units are those tasked with taking ground and objectives and are usually tank-based units. Line units are the second line of attacking units and are generally the mechanized parts of the force. These unit types make up most of the player's combat force. Line units can be divided into three types: infantry, mechanized (armored fighting vehicles and infantry), and tanks. The specific capabilities of these units may vary, but in general, these are their uses in battle:

- **Infantry** – These units are weak in the open and often in need of

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support, but when well-hidden and armed with specialized weapons like ATGMs, they pose a severe threat to any unit out there.

- **Mechanized** – These units are quick but often only lightly armored and should not be expected to hold their ground in the open against enemy tanks. Depending on the armaments of the unit, however, they can seriously damage enemy infantry and armor.
- **Tanks** – Tanks are the best units to kill enemy tanks and other armored fighting vehicles at range. Tanks have the toughest armor protection of any platform in the game. Large cannons can destroy enemy tanks at ranges over 2000 meters. Tanks are high-value assets, so don't throw them away recklessly in battle.

18.3 Overwatch

Units in the Overwatch role are used to provide some form of defense for the units in the main effort or line groups. These units usually follow behind the main effort and line forces as units move, and they sit ahead of any support units in the rear such as headquarters. The capabilities of these units vary, but in general, these are their uses in battle:

- **Anti-Tank (AT)** – These units have weapons that are mainly used to kill tanks but can also take out infantry fighting vehicles. Weapons include anti-tank guided missiles (ATGMs), tank guns, recoilless rifles, and other anti-armor systems.
- **Air Defense (AD)** – These units specialize in finding and destroying aerial threats over the battlefield. These units need a good line of sight in and around the rest of your forces and should be used to keep them protected from enemy helicopters and aircraft. These systems can be gun- or missile-based and usually have air search radar or other optical sensors to find and track air threats.
- **Artillery** – In some cases, self-propelled artillery units with short ranges like mortars can be in an overwatch role if they provide fires for main effort/line units that they are part of the formation with.

18.4 Support

Units in the Support role provide a variety of functions for the rest of the force. Each function is detailed in the following subsections.

18.4.1 Headquarters

Headquarters (HQ) units are the command network of your forces. These units are the ones that draw up plans and issue orders to their subordinate forces or relay orders to other forces. Keeping these units alive and in command range of their subordinates will have a significant impact on your forces' ability to fight and win battles. Most upper-level headquarters are full of troops, trucks, and command vehicles and are not meant to fight toe-to-toe with enemy units.

Lower-level headquarters for companies and platoons usually have the same type of units as those they command, like tanks, and can lend firepower during a battle. Headquarters function in the following ways:

- Each order sent out to a unit and each situation report back from a unit is a "radio event". Excessive use of radio can reveal a unit's location and show on the map in a "Detected" state if it is not Detected already. If an HQ is Detected and the enemy staff are enabled to give FSCC missions, a high-priority fire request against the HQ will be entered into the enemy FSCC mission queue. This is to say: move your HQs on occasion if order traffic is high or risk getting them shelled.
- If an HQ unit is destroyed, another unit will be promoted to fill its spot in the chain of command. This is called HQ subordination. Any unit that has subordinate units is a de-facto headquarters unit whether it is officially described as such or not. This state is not dependent on having HQ vehicles as subunits.
- Chain of command can be viewed in two ways: first, through a nested OOB list format in the Spotlight Panel, with "HQ" used in the unit designation of each HQ unit. See Section 13.3 above for more on the Spotlight Panel.

Second is through the Chain of Command overlay (**Ctrl+X**) which shows unit hierarchies via solid, dashed, darker, and lighter styled lines. Selecting an HQ shows lines of command to its higher HQ(s) if it is not the highest itself, as well as its lower, subordinate HQ(s). The style of the lines provides information on range and position in the chain of command. See Section 11.7.7 above for more about this overlay.

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- HQs can be manually resubordinated under other HQ(s) if necessary using the OOB tree (see Section 20 below).
- HQ units can indirectly sight any enemy unit that its subordinate units have sighted which also means the highest HQ sights everything that any friendly unit has sighted. This is important for generating FSCC requests (see Section 25.4.1 below) and reflects passing enemy sightings of up the command chain.
- Units forced to retreat (Scoot) will move in the direction of immediate safety, or if there is none, towards its parent HQ as involuntary movement. See Section 21.8 below.

18.4.2 Engineering

Engineering units are used to do specific tasks such as laying a bridge over a stream or river, clearing mines and obstacles, or blowing bridges to deny their use to the enemy. One of the significant changes from the earlier version of the game is the addition of dedicated engineering assets on the map to do those functions listed above. This includes information reports dedicated to engineering assets and activities.

Currently supported in the game are dedicated short-span bridging units and engineering troops. Bridges are used to cross water obstacles and engineering troops do all the other functions. These units usually travel in the rear of the forces and then move up to do specific tasks. These are not combat-capable units and should not be placed into combat with the enemy.

See **FM03B Tutorial Operations: Intermediate** for more information on using engineers.

18.4.3 Artillery

Artillery is the “King of Battle”, that is, extremely powerful. These weapon systems represent guns, rockets, and mortars that can reach tens if not hundreds of kilometers into enemy territory and deliver several different types of munitions on targets with devastating effect. These assets can also be on- or off-map depending on the scenario design.

Several reports and information panels such as the Fire Support Staff

Report provide details on these units and what they are doing, and provide access to order them to fire on targets of your choosing (see Section 15.4 above for Fire Support information and Section 14.5 above for off-map assets).

There is also an option to have these assets placed under FSCC (Fire Support Control Center) control which uses the staff AI to direct their fires on Spotted enemy units (see Section 25.4.1 below for FSCC information).

Artillery units that are on-map are best placed behind your forces but in range of the enemy to be able to fire on them. Artillery units can, when pressed and capable (noted as direct fire capable and carrying the right ammunition), engage in direct fire against attacking units. Artillery units both on- and off-map can be subjected to enemy counter-battery fire. This is returned enemy artillery fire based on locating your firing batteries via counter-battery radars and other means. Get in the habit of shooting and then moving to avoid losses.

18.4.4 On-Map Air Support

Several types of helicopters are included in the game. There are attack, recon, and utility versions of helicopters. Helicopters can carry a variety of weapons geared to anti-armor or anti-personnel missions, but they can also be assigned to perform reconnaissance tasks. Helicopters are just like any other on-map unit except for the following differences:

- They ignore all terrain costs when moving.
- They move much faster than the ground units based on their cruise speed and flight profile.
- Depending on Movement orders, helicopters often fly Nap of the Earth (NOE; i.e., flying low and using geographical features to maintain cover and avoid detection). Helicopters use terrain to screen and cover their movements at lower altitudes when Hunting (a helicopter-specific order for moving and attacking enemy targets), Holding/Screening, or doing a Deliberate Move. They fly at higher altitude if executing a Hasty Move or Scoot.
- Helicopters do not count against stacking limits in the location they occupy. (Stacking limits for a single hex include 35 subunits

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for NATO and 70 for Warsaw Pact.)

- They do not suffer NBC (nuclear, chemical, and biological) attacks if they move through a contaminated hex location.
- They do not suffer minefield attacks if they move through a mined location.
- Helicopter units cannot dig in or fortify as unit postures.
- Helicopters with mast-mounted sensors receive a bonus to Spot and a bonus not to get Spotted when looking for enemy units depending on the situation.
- To Resupply, helicopters must fly back and land at a FARP (Forward Arming and Refueling Point) unit. If the FARP is missing, then the units go to the current highest HQ on the map to Resupply.

18.4.5 Off-Map Air Support

Off-Map Air Support are units of propeller or jet-powered aircraft with various missions designed to strike targets on the battlefield. All aircraft are held off-map and they loiter areas while waiting for commitment to air strikes under the player's direction or FSCC control. When the air strike is complete, the surviving aircraft either return to base to rearm if out of ammunition or go back on station if weapons are still available. After rearming they return to the loiter area to await future assignments.

Off-map air support can be accessed through the OMA (Off-Map Assets) speed button in the Commander Panel (see Section 13.2 above), by using the Staff menu bar item to click on Off-Map Unit Holding Box, or by pressing the hotkey **F8**. See Section 14.5 above for more information on the Off-Map Assets dialog. See also Section 22.3 below for calling in air strikes.

Doctrine generally allows for a certain number of fixed-wing Close Air Support (CAS) sorties within 40 km or so of the Forward Edge of the Battle Area (FEBA; the approximate edge or "line" closest to the enemy created by troop presence, sensor range, and weapons coverage). The FEBA is an extremely high-risk area for these valuable assets which means availability is limited and strikes should be reserved for high-value targets. Long-range artillery and helicopter assets remain the preferred

platforms for routine fire missions within this zone. Off-map strike aircraft have the following capabilities:

- Aircraft that are rated all-weather can fly anytime visibility is 500 meters or better (even in rain and snow). Aircraft that are not all-weather are grounded if the weather is poor.
- Aircraft that are rated for night operations can fly normally at night (in the dark). Units without this rating are grounded and cannot fly at night.
- Close Air Support (CAS) aircraft are equipped to strike ground targets.
- Level bombers fly high over the battlefield and drop weapons against ground targets.
- SEAD (Suppression of Enemy Air Defenses) aircraft are equipped with special anti-radiation missiles (ARMs) that seek out and destroy air search radars rendering surface-to-air systems (SAMs) useless. They do not affect optical and infrared (IR) systems.
- Most scenarios have a limited number of air strikes (if any) and those assets will be available for a limited amount of time.

19 Special Unit Types

The game has a few additional special unit types, described below.

19.1 Weapons of Mass Destruction (WMDs)

Tactical nuclear warheads and persistent and non-persistent chemical weapons are a part of the Cold War battlefield. These weapons are delivered by Surface-to-Surface missiles (SSMs), artillery, or aircraft. These weapons are noted in the Mission Briefing if they are available for use (see Section 15.2.1 above). Nuclear and persistent chemicals leave contamination behind that can kill units entering those contaminated areas.

These weapons cost a certain number of Victory Points to use and should therefore not be used lightly (see Section 15.1.2 above for victory conditions). It is highly advised to only use these specialized weapons

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against extremely high-value (and tightly packed) targets. Make sure to launch strike missions of these weapons where they can be decisive!

19.2 Inactive Units

History shows that not all units on the immediate battlefield that could have participated did. Accordingly, the scenario designer is allowed to place units on the map and then mark them as “inactive”. This makes them unavailable for player orders or relocating in the deployment area until their release is triggered by one of the actions below. While inactive, units have the following restrictions:

- Inactive units are drawn on the map but have a gray overlay to denote their status. The critical message area in the Dashboard (see Section 14.2.1 above) and Detailed Unit Information (see Section 13.3.2 above) will say “Inactive”.
- They can be browsed but cannot be given orders of any type.
- They cannot be repositioned during the setup phase.
- Active and inactive units may stack together within normal stacking limits per hex (35 subunits for NATO and 70 subunits for Warsaw Pact).
- An inactive unit cannot become the supreme HQ.
- Inactive unit radio messages are not counted towards traffic levels.

Inactive units become active under these conditions:

- When attacked (direct fire, indirect fire, or air strikes).
- When an enemy appears within the unit's SOP standoff range (see Section 23 below) or 1500 meters, whichever is greater.

Once activated, these units behave in a usual fashion.

19.3 Logistical Units

Logistics are an essential part of the battlefield. Units fighting the battle require fuel and ammunition, and the troops need food and water. While the game engine abstracts the use and tracking of logistical forces for ground units (Resupply orders are important and discussed in Section 21 below), a new unit called a FARP (Forward Arming and Refueling Point) has been added to the game for helicopter operations. An attack helicopter that runs low on Ammo or has low Readiness or Morale from combat operations can be ordered back to the FARP to Rest and Resupply which allows the craft and troops to reload and recover.

In future expansions, we may look to include additional logistical units for supply and other functions.

19.4 Unmanned Aerial Vehicles (UAVs)

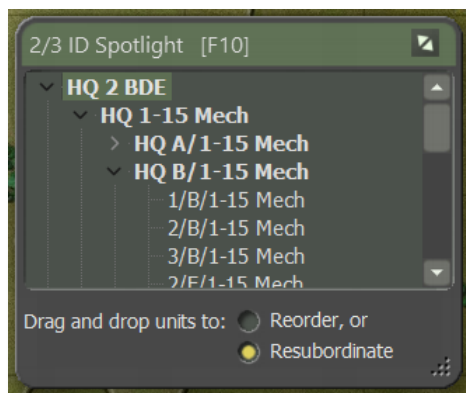
UAVs or drones were a new item in the 80s and very few of them were in operation. While we don't have any in the current batch of scenarios, it is possible to add them and UAVs may be seen in the future. When these platforms are on-map, they are treated like helicopters and the player can plot their moves in the same fashion. When they are off-map assets, they fly in and conduct strikes just like the human-crewed aircraft noted in Section 18.4.5 above.

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20 Order of Battle (OOB) Tree

An important function of the Spotlight Panel [**F10**] is the Order of Battle (OOB) Tree. The OOB tree provides a nested listing of all units and shows which units report to (are subordinate to) which headquarters as shown in the image below. This information is vital as command delays and resupply capability are tied to a unit's distance from its local/primary headquarters.



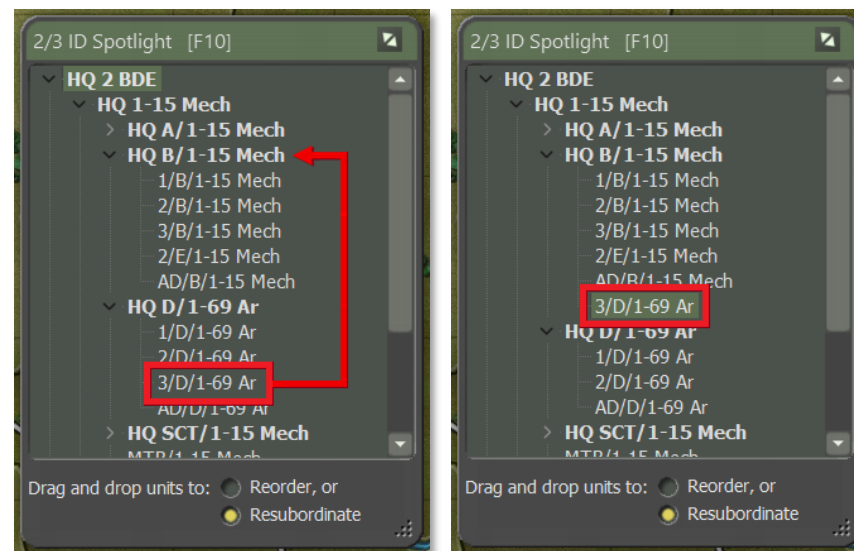
In some cases, you as the commander may want to move units under another command or change the composition of a formation to better suit the mission at hand. There are two functions to help with the arrangement of units: Resubordinate and Reorder. They are described below.

20.1 Unit Resubordinate

To move a unit from one command to another, click on the unit being moved, in this case **3/D/1-69 Ar** as shown below, and drag it up to the new HQ name whose formation it will join and release the mouse button (see left image). Here, we are subordinating it to **HQ B/1-15 Mech**. The unit should appear at the bottom of the new HQ's formation after releasing the mouse button, as seen in the right image.

NOTE: Dragging a unit name puts it under the command of whichever unit the mouse is hovering over when released. This allows resubordination to any unit, not just HQs, which can be helpful in some

circumstances. Ensure you are releasing the selected unit over top of the HQ's name to have it resubordinate to that HQ's command. This will look like the selected unit being in line with the same level of nesting as the rest of that HQ's subordinates, rather than pushed one more level in under one of the other subordinates.



NOTE: Units cannot be reordered via dragging if Resubordinate is selected as the setting option in the Spotlight window. See Unit Reorder in Section 20.2 below instead if this is your goal.

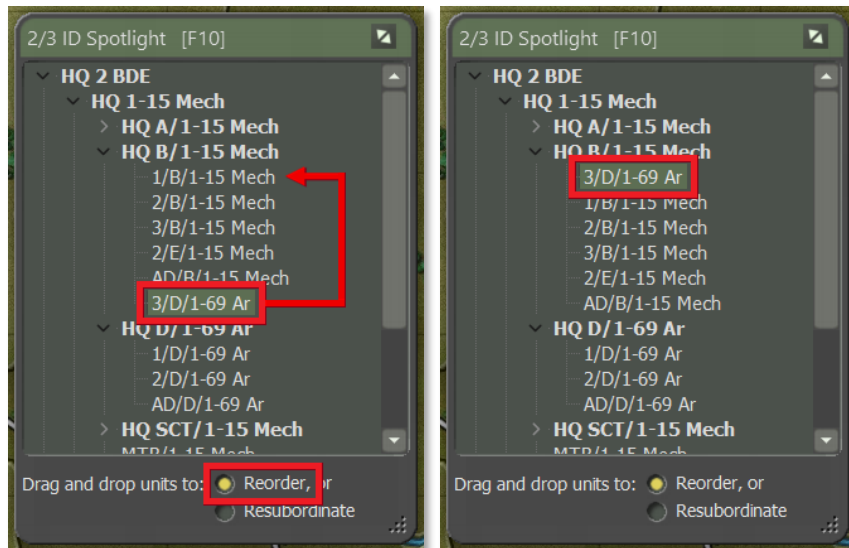
A unit that has been attached to a new HQ uses that HQ for communication going forward, and resupplies based on the new HQ's command ranges. Adding more units to a new HQ also increases the amount of generated radio traffic and adds to the chance of the enemy locating that HQ (see Section 18.4.1 above).

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20.2 Unit Reorder

Once a unit is resubordinated into a new command, you may wish to move it into a different place in the command order. Use the Reorder function to make those changes.

Check the Reorder function at the bottom of the Spotlight window as shown below on the left. Then click and drag the unit you wish to move and release it on the name of the unit you want it to be placed above, as demonstrated in the image below on the left. Releasing the mouse in the first position under the HQ will reorder that unit to take the place of the existing unit in that position.



NOTE: You can only reorder units within their own command. Releasing the selected unit in another command will not result in any change to the selected unit's position in the list. Select Resubordinate (see Section 20.1) if this is your goal.

21 Issuing Orders

Control your forces by giving orders to your units. Be aware that a certain period is needed by the staff to formulate and transmit your orders. The units need time to prepare for the new orders which is a function of the type of order, training level, Readiness, and the tactical situation of the unit to which it is issued.

Orders take as long as they take to run to completion and this may not coincide neatly with the command cycle/orders phase intervals. Orders persist to the next turn if new ones are not issued. If you keep interrupting orders with new orders, the Delay time will increase as orders must be rescinded and new ones generated. The lengths of the command cycles are displayed in the Game Control Panel (see Section 13.1 above).

One notable exception to this is the special case of the first turn, or opening salvo. Orders given during the initial setup phase only are deemed pre-planned, therefore have no orders delay. The first turn will begin in the first minute of battle. All necessary work to prepare is assumed to have been finished during the setup time. This makes the first turn particularly advantageous as the execution will be quicker than in later turns (see Section 21.7 below for more information on Delays).

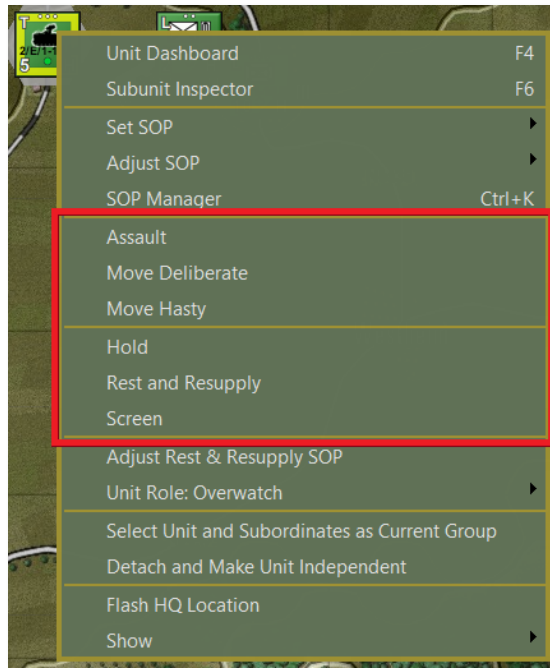
21.1 Open the Unit Popup Menu

Orders are given to a unit by right-clicking on the unit counter on the map and selecting an order from the Unit Popup Menu that opens. Some orders only require selecting the option to set them (Screen, On Call, Hold, Resupply, etc.). Others require the player to designate waypoints or target points before they can be set (Moves, Assault, Barrage, Hunt, etc.). With these last actions, finish the order by selecting one of the options in the Orders on Arrival dialog that pops up when finished selecting waypoints for the move. A breakdown of the orders is provided in the next section.

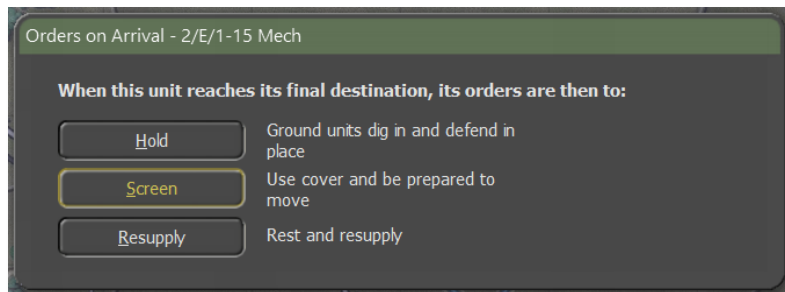
In the image below, the blocks containing orders in the Unit Popup Menu are highlighted in red. The listed orders may be in two sections of the dialog and are based on the type of unit selected and which orders are appropriate for that unit type.

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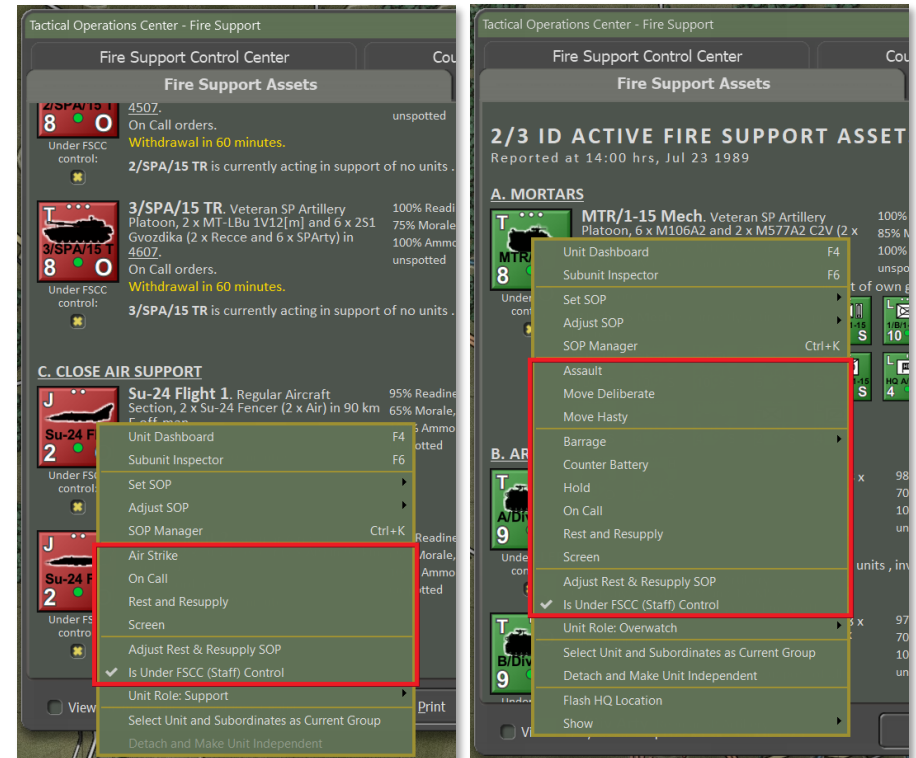


Press the **Esc** key to stop an order rather than continue on to waypoint selections if you decide to take a different direction instead of issuing a **Move** or **Barrage** order. Accepting an order (by selecting the final Orders on Arrival shown below) and then issuing a new order also works. This change does not add additional time to the command delay as the order is not yet in process (i.e., the turn resolution has not been started and progress has not begun yet).



For more detailed information about plotting movement and setting waypoints, see Section 22 below.

Another way to open the Unit Popup Menu is by right-clicking the unit counter in some reports and displays when visible. This is useful for off-map assets like artillery and air units, as shown below.



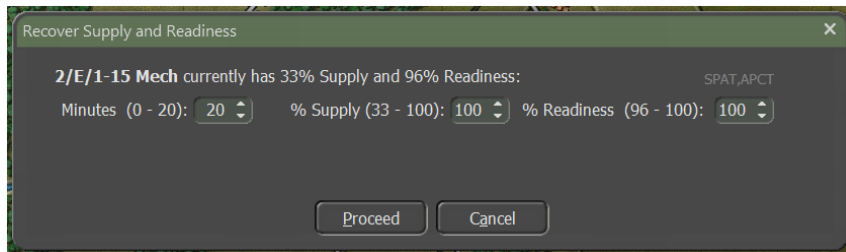
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21.2 Primary Unit Orders

Most units have the following primary orders available:

- **Assault** – Move in a spread-out formation using both road and off-road movement to be ready to attack an enemy.
- **Move Deliberate** – A more defensive form of travel than Assault but also travels both on and off-road.
- **Move Hasty** – Faster than Assault and Deliberate moves, but trades better defensive coverage for better speed. It sticks mainly to roads even when there is less Cover or Concealment.
- **Screen** – A non-moving state of seeking moderate Cover and being ready to attack or move from that position if required.
- **Hold** – A non-moving state of seeking the best Cover in the hex and in some cases, digging in for improved defensive protection if the unit will be in the hex for at least 30 minutes. This is the strongest choice for defending locations.
- **Rest and Resupply** – A state of rearming, refueling, and resting to recover Readiness and Morale. After selecting this option from the popup menu, set the Rest and Resupply parameters based on spending a certain amount of time in this action (in Minutes), resupplying to a certain Ammo level (% Resupply), or resting to a certain Readiness level (% Readiness). Increasing or decreasing one threshold criterion will alter the others based on a proportionate level of recuperation.



Rest and Resupply only takes place if the unit is not in combat. Units with Resupply orders will receive supply trucks and other vehicles

that meet them in place during lulls in battle, or units may drive to the rear if close enough and then promptly return to their original location. Aircraft and helicopters return to base to rearm and refuel. See Section 27 below for supply and logistics information.

21.3 Indirect Fire Specific Orders

Additional orders that are available for units with indirect fire capabilities include:

- **Barrage** – Opens a submenu of orders to fire certain types of munitions at a set of targets on the map.
- **Suppression Fire** – Low rate of fire of high explosive (HE) rounds that have limited kill power but do inflict Readiness loss to targeted units.
- **Neutralizing Fire** – High rate of fire of high explosive (HE) rounds that maximize killing power and inflict Readiness loss to targeted units.
- **Saturation Area Fire** – This option is found only on multiple rocket launchers. It allows all the unit's rockets to be fired off in rapid succession and strike a much larger target zone. Only one target point can be selected if this mission is chosen. Rounds will land in the target hex and surrounding six hexes. This is a devastating attack that can cause severe losses to person and machine. Units firing a saturation attack automatically go to zero Ammo and must Resupply before shooting again.
- **Smoke** – Fires rounds that deploy smoke screens of various types that obscure vision and sensors.
- **Scatterable Mines (FASCAM)** – Deploys hex-wide minefields in the targeted hexes.
- **Improved Conventional Munitions (ICM)** – Rounds deploy several submunitions capable of destroying both armored and soft targets.
- **Nuclear Munition** – Single rounds with a tactical nuclear warhead that cause massive area-wide damage and nuclear contamination.

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- **Chemical Munition** – Rounds drop persistent or non-persistent chemical attacks into hexes. Non-persistent strikes dissipate over time.
- **Counter Battery** – Units are set to fire on located enemy artillery units if they are within range, including both on- and off-map units. Units do not shoot other missions while on Counter Battery. Units with Counter Battery orders can be available to the Fire Support Control Center (FSCC) for fire support requests if they are under FSCC control and not already engaged (see Section 25.4.1 below).
- **On Call** – Unit is ready for new orders from the player or FSCC.
- **Is Under FSCC (Staff) Control** – When checked, gives fire mission control to the Staff AI. When unchecked, the unit is placed under the player's direct control. Not exactly an order, but affects how orders are made for this unit.

21.4 Engineering Specific Orders

Orders that are specific to engineering units include:

- **Remove (Blow) Bridge** – Deconstruct a fixed bridge if they are in an adjacent hex.
- **Lift Mines** – Clear lanes in a minefield for units to pass safely through.
- **Remove Engineered Obstacle** – Remove obstacles to create lanes for units to pass through.
- **Demolish Positions** – Destroy Improved Positions in a hex (see Section 16.10 above for information on Improved Positions).
- **Lay/Recover Bridge** – Short-span bridging vehicles place or retrieve a temporary bridge over a hex-side water obstacle.

21.5 Helicopter Specific Orders

Helicopters have their own specific attack order:

- **Hunt** – Moves from waypoint to waypoint looking for enemy units to engage, while doing its best to use terrain to mask its movement.

21.6 Aircraft Specific Orders

Aircraft have similar options as above, with an additional strike order:

- **On Call** – Unit is on station and waiting to be called back in for a strike.
- **Is Under FSCC (Staff) Control** – When checked, gives fire mission control to the Staff AI. When unchecked, the unit is placed under the player's direct control. Not exactly an order, but affects how orders are made for this unit.
- **Air Strike** – Orders an aircraft to attack a selected hex with its carried ordinance. Depending on the type of aircraft and weapons, targets may be restricted to specific types.

21.7 Unit Orders Delay Factors

Orders take time to transmit, absorb, and implement. Some are fast and some take time. For many orders, there is a preparation time before the order can begin and then a period during which the order is executed. If the unit is On Call or is already performing the same kind of order requested (e.g., Move to Move or Screen to Screen, just with different parameters) then the Orders Delay equals 2 minutes. Otherwise, the Orders Delay equals the standard Orders Delay (2 to 60 minutes, average 5 to 10 minutes).

Other delay factors include:

- If the unit is being rested, then the Orders Delay is increased by 10 minutes.
- If the unit needs to relinquish a dug posture, then the Orders Delay is increased by 5 minutes.
- If the unit is not currently moving and the new order requires movement, then the Orders Delay is increased by 5 minutes.
- If the unit is under fire, then the Orders Delay is increased by 50%.
- If the scenario electronic warfare (EW) intensity is Medium then the Orders Delay is increased by 20%. If EW intensity is High then it is increased by 33% (see Section 25.9 below for more on this).

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- If the unit is ordered to Assault, then the Order Delay cannot be less than 15 minutes.

These are base delays and vary based on the training level of the forces, their Readiness, and command and control losses. Command delays appear in posted Estimated Times of Arrival (ETAs) and the Orders tab of the Unit Dashboard ([**F4**], see Section 14.2.2 above).

As described at the start of this section, one notable exception to this is the special case of the first turn, or opening salvo. Orders given during the initial setup phase only are considered pre-planned and have no Orders Delay. The first turn begins in the first minute of battle. All necessary preparation work is assumed to have been finished during the setup time. This makes the first turn particularly advantageous as the execution will be quicker than in later turns which are subject to the above mentioned delay factors.

21.8 Involuntary Orders Changes

Not all units follow orders under all circumstances. Self-preservation takes over long before the very last bullet is fired or life is lost. There may be an involuntary change of orders if the unit reaches a stress threshold limit. This limit is calculated using the current Morale, Readiness, and training levels, losses, HQ proximity, and national factors for following orders and command flexibility. If the limit is exceeded, attacks will stall and defenses will turn into retreats. Specifically:

- Assaults, Moves, and Resupply orders become Screens.
- Screens and Holds become Scoots for relative safety.
- Specialist units (e.g., artillery, supply, etc.) revert to On Call or Scoot to safety.
- Overwatch and Support units stop advancing if their associated Main Effort and Line units are lost in battle.
- Units in a group movement halt to keep spacing and formation by role (Recon in front, Main Effort and Line, then Overwatch, and Support in the rear).

NOTE: Units doing an automatic Scoot show an "F" for the order type when moving (for "fallback"; see Section 17.1 above for counter

information breakdown). Units that trigger a Withdrawal via SOP settings (see Section 23 below) show a "W" for their orders. These order types cannot be set by the player since they are reactions to whatever is going on in the game for the unit in question.

21.9 Issuing Group Orders

It is possible to give orders to more than one unit at a time via the following means:

- **Shift** + left-click on each unit you wish to issue a standard order to. These can be units from different groups and headquarters.
- **Alt** + left-click on a headquarters (HQ) to select all subordinate units in that HQ's formation.
- **Ctrl** + left-click on a subunit to highlight that subunit, its HQ, and the rest of the subunits under that HQ.



To issue orders to the selected group, right-click on any of the highlighted units to open the Unit Popup Menu and select an order. If selecting a Movement order, the AI provides intelligent pathing to keep units in a cohesive formation and then spread them out at the final waypoint in defensive locations (if possible) to avoid stacking. Select any unit and alter the placement of the waypoints as you see fit (see Section 22 below for ordering and modifying movement orders).

NOTE: Do this efficiently by selecting the order that will apply to the most units and then use the unit's/unit's Dashboard(s) to change the type of Movement order at various waypoints to individually customize them, as described in the next section.

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22 Plotting Movement and Fires

One of the primary functions of a commander is to direct your forces across the map to take or hold objectives. You need to know how to order your forces and how to utilize artillery assets and air power to achieve your mission goals and preserve your forces the best you can. The goal of the game is to maneuver your forces to have the most Victory Points at the end of battle (see 15.1.2 above for details on this) which is done with strategic movements and firing.

The following information explains how to move your units, issue orders, adjust and change Movement types along the path, and issue artillery and air strikes on target locations.

22.1 Movement

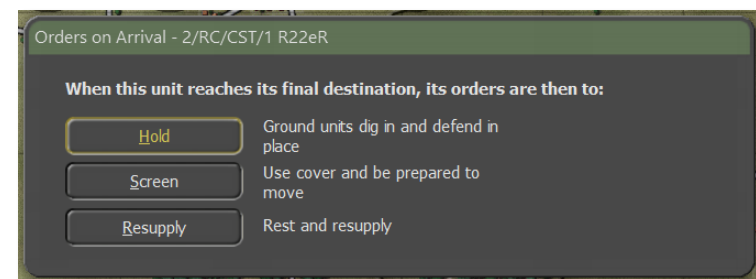
To order a unit or group of units (see Section 21.9 above), right-click on a selected unit to bring up the Unit Popup Menu. Select a Movement order, for example, a Deliberate Move as shown below. Next, select up to six waypoints to path the unit to the location it should end up in as directed by the Plot Path dialog.



The AI intelligently paths the units based on the terrain, SOP selections (See Section 23 below), and the designated waypoints. After selecting a route, click the Commit button in the Plot Path dialog as shown below. If you wish to stop and not use this Movement order, click the Cancel button to revert the unit(s) to having no new orders.



After clicking the Commit button, an Orders on Arrival dialog pops up to set the final order state of the unit(s), as shown below. The options for this box vary to match the type of unit and any special orders it has access to.



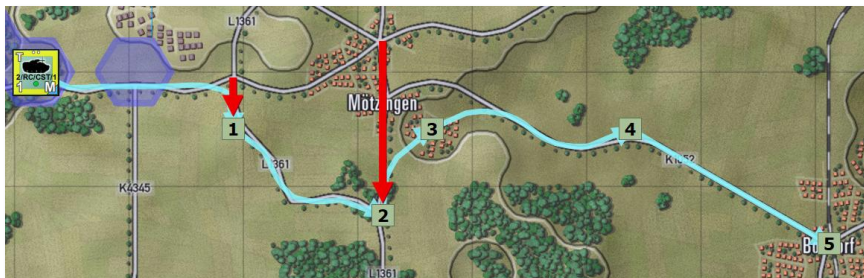
In this case, we will select a Screen order. Now the final path is shown below for the unit.

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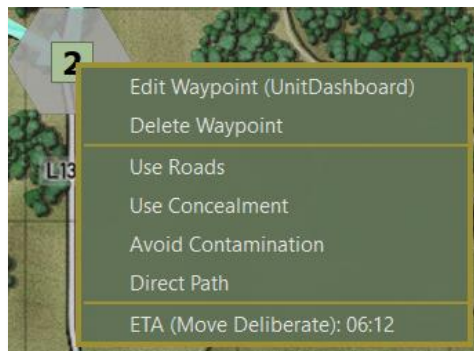
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To adjust the path, left-click and drag the closest waypoint marker to a new hex location. In this example, we will move waypoint #2 south to take a different road. This move can be further smoothed out by dragging waypoint #1 one hex south to help the path choose the new road heading south-east before swinging through the city.



There is also an option to right-click on any waypoint to pop up a Waypoint Editor menu:



Selecting the Edit Waypoint option opens the unit's Dashboard on the Orders tab to facilitate several changes to the order as detailed in the following sections. Remove the waypoint by selecting the Delete Waypoint menu option. This also deletes any SOP setting for that waypoint. Set priorities for Roads, Concealment, Avoiding Contamination, or taking a Direct Path with the next group of menu items. Selecting any of these will re-path the route according to the new parameter(s). The item at the bottom shows the unit's estimated time of arrival (ETA) to that waypoint and the type of Move order being used to get there.

Hover over a waypoint with the mouse to bring up a hint showing the unit name, waypoint number, Movement order, and the start and arrival times of the unit to that waypoint.

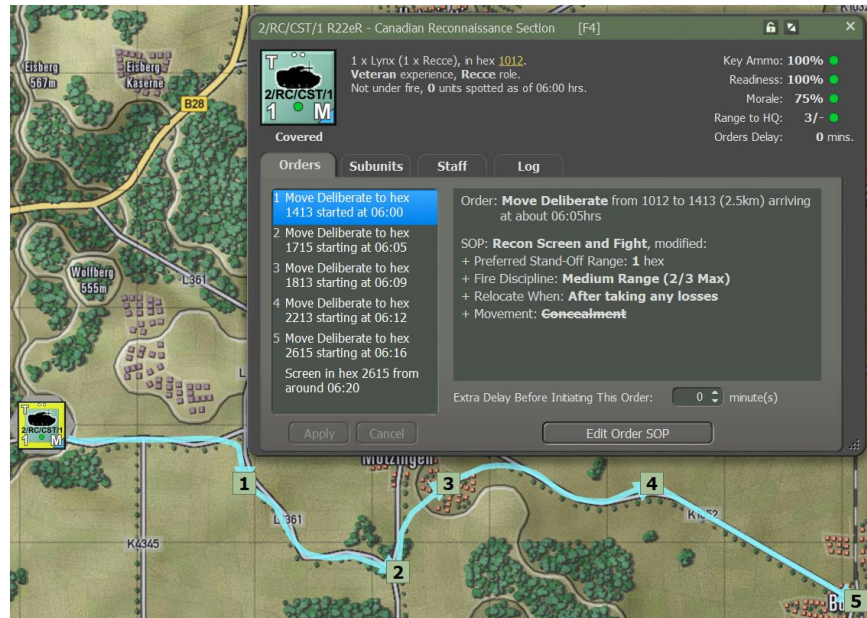


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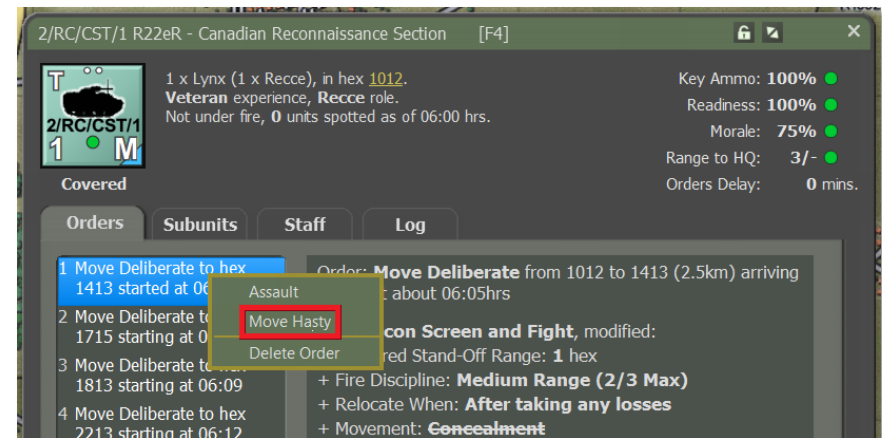
22.1.1 Changing Movement Orders

Orders can be changed after plotting a set of waypoints. Go into the Dashboard [F4] for any unit to change the standing order. This must be done per unit even if a formation or group order is issued. Below is the plotted set of Move orders for our unit from before.

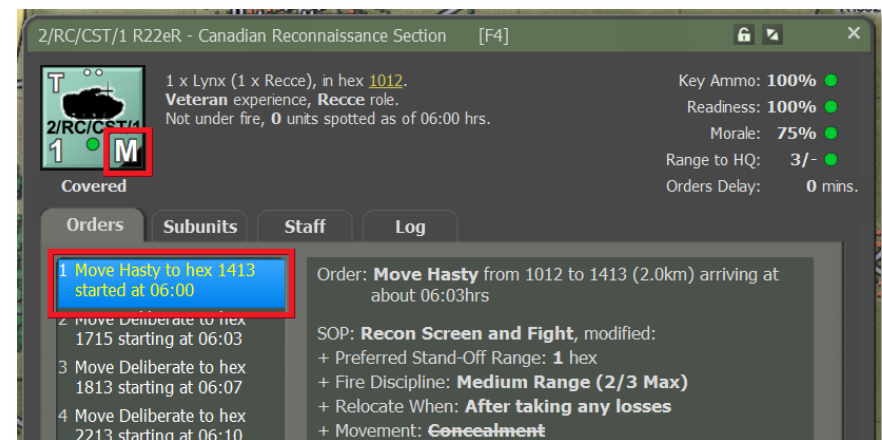


To view and change an order in the Dashboard, select the desired waypoint in the Orders list on the left-hand side and right-click on it to bring up a menu of alternative orders. In the image below, we'll select a Move Hasty order so the unit moves the first part of this path quickly (see Section 21.2 above for information on primary orders).

NOTE: Orders that have been changed present with yellow text and must be implemented by clicking Apply below the Orders list. The text becomes white again when the changes are applied. Multiple waypoint orders can be changed at once, and also as many times as desired. Hitting Apply commits all orders as they are indicated in the list at the time of clicking to Apply. These can be modified right up until the turn resolution begins.



Selecting the new order updates that waypoint's Move Order in the list, all waypoint times in the Orders list, and the counter's appearance. The counter changes from a Deliberate Move marker (blue triangle as seen above, in the bottom right corner as this is the direction of movement) to a Hasty Move marker (black triangle) as shown below.



For some attacks it may be desirable to have the opening waypoints within friendly territory set to Hasty, change to Deliberate Moves when enemy contact is possible, and then shift to Assault if taking a contested objective. Modify the terminal (final) order at any point as well in the

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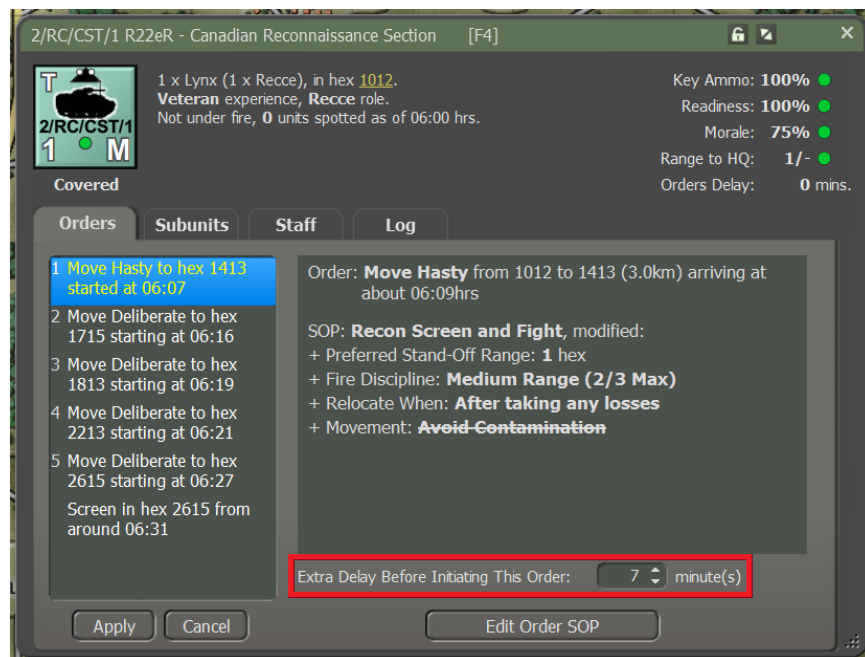
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same way as changing waypoint orders.

22.1.2 Altering Waypoint Timing

It may be strategic at times to have several units arrive in an area at the same time (or close to it, as unexpected events can alter that timing such as encountering obstacles, etc.). To change the final time of arrival for the last waypoint, set a Delay time for any or all selected order(s) in the Dashboard as highlighted below. Alter other necessary units to have the same arrival time by adjusting this Extra Delay time as needed for their orders.

Find the setting for Extra Delay Before Initiating This Order under the Order and SOP information window and increase or decrease the number of minutes. This Delay can be set for any leg of the movement in the Orders list.



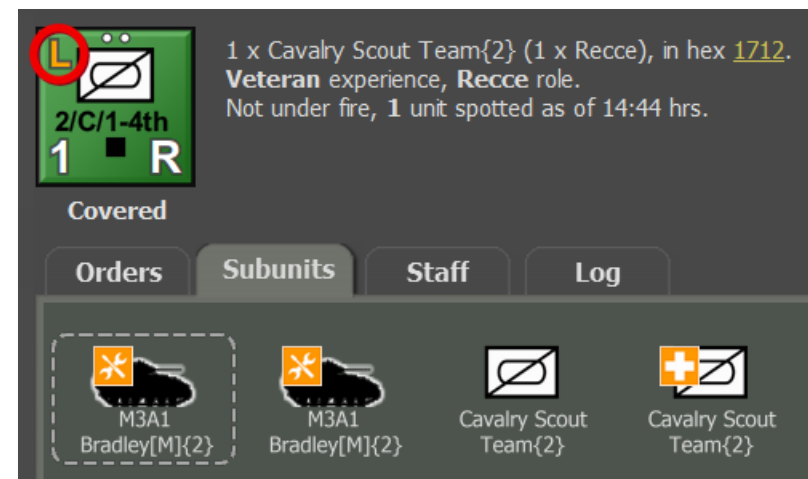
In the case above, adding 7 minutes of Delay to the start of the first

order shifts the time each subsequent order starts by 7 minutes, including the final Screen order in the destination. Hit Apply to commit any changes. Click Cancel to revert back to the orders last saved.

NOTE: Orders that have been changed present with yellow text and must be implemented by clicking Apply below the Orders list. The text becomes white again when the changes are applied. Multiple waypoint orders can be changed as many times as desired. Hitting Apply commits all orders as they are indicated in the list. These can be modified right up until the turn resolution begins.

22.1.3 Lost Transport Indicator

Another quality-of-life addition to the unit counters is the Lost Transport Indicator. When a unit can no longer move its troops due to losses of the transport subunits, whether mechanized (vehicles) or motorized (squads/teams), the Leg symbol "L" in the Movement Class indicator turns orange to note this condition (see Section 17.1 above for counter information). The orange "L" for Lost helps to show the difference between that state and a dismounted unit that has the "L" Leg indicator in white when troops are out of the transports in a non-movement order. See image below for the orange Lost indicator.



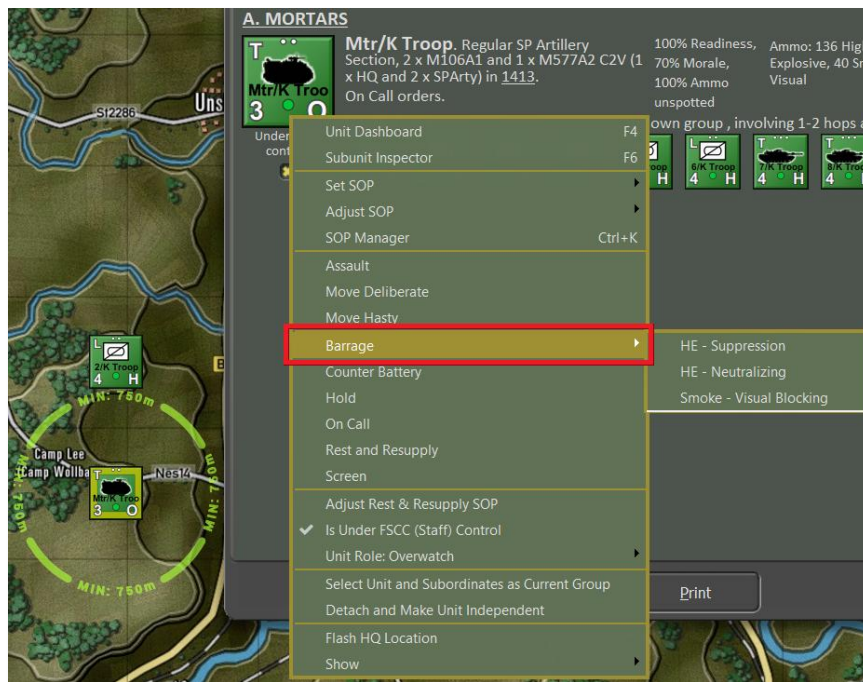
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22.2 Fires

The other aspect of plotting orders is setting up fire missions. This covers both on- and off-map indirect fire units like mortars, guns, and rockets if any of these assets are available in the scenario.

To issue a Barrage order, open the Unit Popup Menu by either right-clicking on an on-map artillery unit or open the Fire Support Staff Report and right-clicking from there, as shown below. Then click on the Barrage option in the menu to open the mission submenu with fire options.

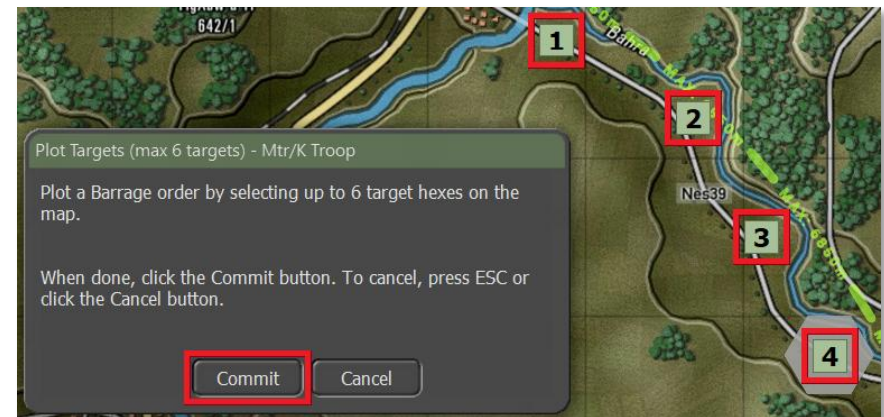


NOTE: The choice of mission types is based on the ammunition allocated to the firing unit by the scenario designer.

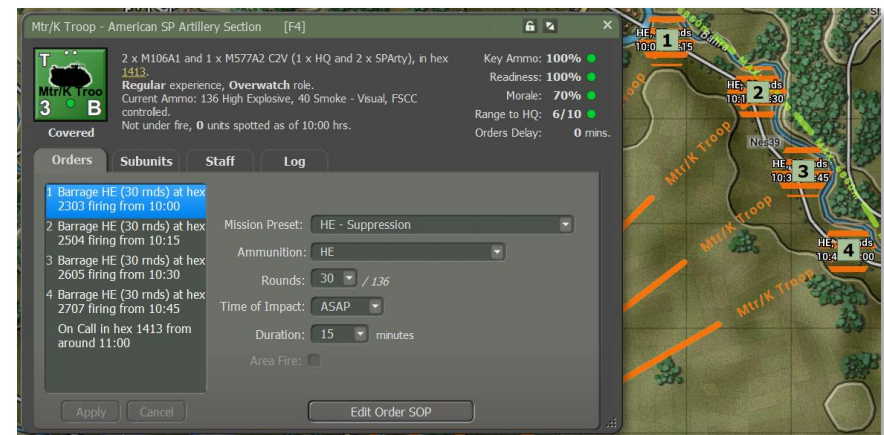
Select the type of fire mission. The Plot Targets dialog then pops up to prompt placing up to six target hexes on the map. These must be within range of the unit beyond any Minimum Range indicated and inside its Maximum Range (shown on the map; see Section 11.6.2 above). These

locations are where the munitions will drop.

The other coverage possible, when equipped, is a Saturation Strike with rockets that centers on the selected hex and also hits the ring of six hexes around the targeted one (not shown).



Click Commit. The hexes being attacked are highlighted with orange hatches and fire lines from the firing battery are drawn on the map. The Dashboard also pops up automatically to set various parameters of the fire missions and even change the type of fire mission, as seen below (turn this off in the General tab of User Preferences, [F2]).



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The Orders tab during a fire mission shows the following options which can be adjusted or changed for the selected target hex:

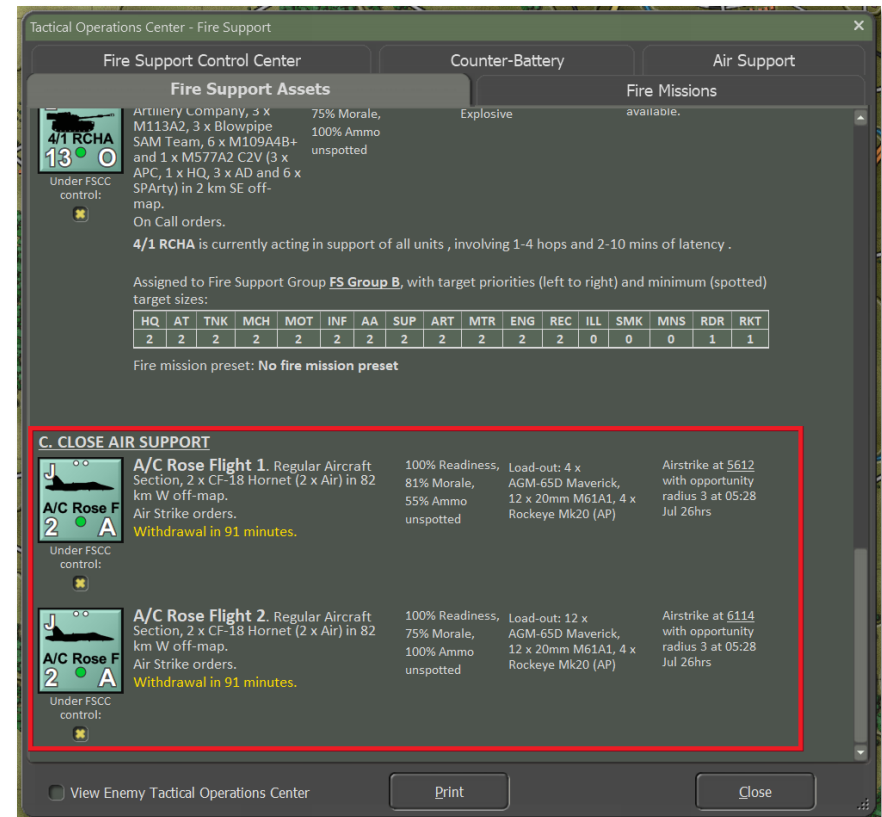
- **Mission Preset** – Change the type of bombardment mission from the type set initially from the Unit Pop Menu (see Section 14.1 above) for the targeted hexes. If the mission is modified from the original via the Ammunition dropdown below, then the Preset will be called Custom.
- **Ammunition** – Select different types of ammunition with this dropdown. This is helpful in cases like high explosive (HE) rounds where a few different types may be available.
- **Rounds** – Set the number of rounds to shoot on the mission. The total number available is noted after the slash (/). You cannot shoot more rounds than you have.
- **Time of Impact** – Set the time to ASAP to fire as soon as the Delay of the order is done (for opening salvos, this Delay occurs during the first turn's setup phase and will start to fall immediately, see Section 21.7 above). There is the option to Delay the mission several minutes if timing is vital to your plan.
- **Duration** – Set how long the mission lasts (in minutes) and the number of rounds per minute that get fired.
- **Area Fire** – If the artillery unit is a rocket launcher, the Area Fire toggle will be active (not grayed out) and if checked, will fire a saturation strike that hits the target hex and the surrounding ring of six hexes. This strike fires all rockets on the launching platforms.

22.3 Calling in Air Strikes

To call in an air strike, there must be available aircraft in the scenario. There are two ways to check and then call in an air strike. The first option is to open the Fire Support Staff Report and look at the Fire Support Assets tab like the first image below (see Section 15.4.1 above). Section B of this report shows available Close Air Support (CAS) available to call in. The second way is to open the Off-Map Asset (OMA) dialog (see Section 14.5 above) like the second image below.

Aircraft may not be available until they arrive as reinforcement to provide support and that will be noted in the dialogs. Most aircraft will

also have a hard withdrawal time when they return to base and can no longer be used. Weather and Time of Day can also impact air operations (see Sections 28 and 29 below). Some aircraft are not capable of night or all-weather operations over the battlefield. Aircraft have one other threat that you as the commander need to consider and that is the current Air Superiority Level over the battlefield (see Section 25.10 below). Your air strike has a much better chance of getting to the target and delivering ordnance on targets if your side owns control of the air. If the airspace is contested or owned by the enemy, your air strikes run the risk of being run off or worse, shot down.

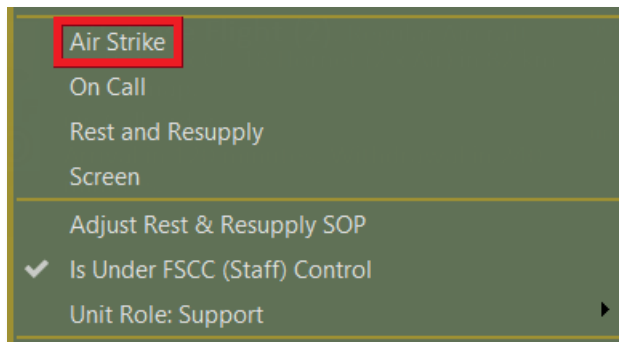


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Right-clicking the counter brings up the Unit Popup Menu to order an Air Strike as a primary order as seen below.



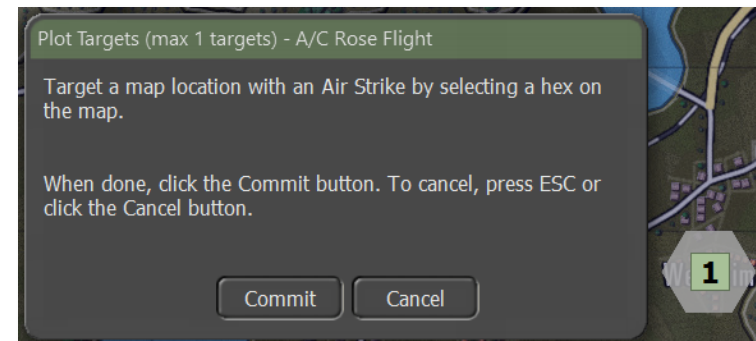
There are two settings to toggle player control over air strikes: the menu item labelled Is Under FSCC (Staff) Control in the Unit Popup Dialog as shown directly above, and the check box for Under FSCC Control underneath the unit counter in the Fire Support Assets dialog three images above. Uncheck this option in either location to assume player

control. When checked, these units receive orders from the AI Fire Support Control Center when targets of value show up (see Section 25.4.1 below for more on the FSCC).

Selecting an order of On Call from the Unit Popup Menu cancels any strike ordered and returns the aircraft to its on station location where it will await a call.

There is also the option in the Unit Popup Menu's primary orders to Rest and Resupply (see Section 14.1 above). This returns the aircraft to base to rearm and refuel and then return on station for future use.

After selecting Air Strike, the Plot Targets dialog pops up to prompt selecting a single hex to be the target of the strike.



Select a target hex and click the Commit button to issue the order. Pressing Cancel stops the order and places the aircraft back On Call.

Once the aircraft is ready to attack, it appears on the map near the target location and attacks the best target it sees in the area. The discretionary radius of target selection is set in the scenario's nation data and cannot be altered.

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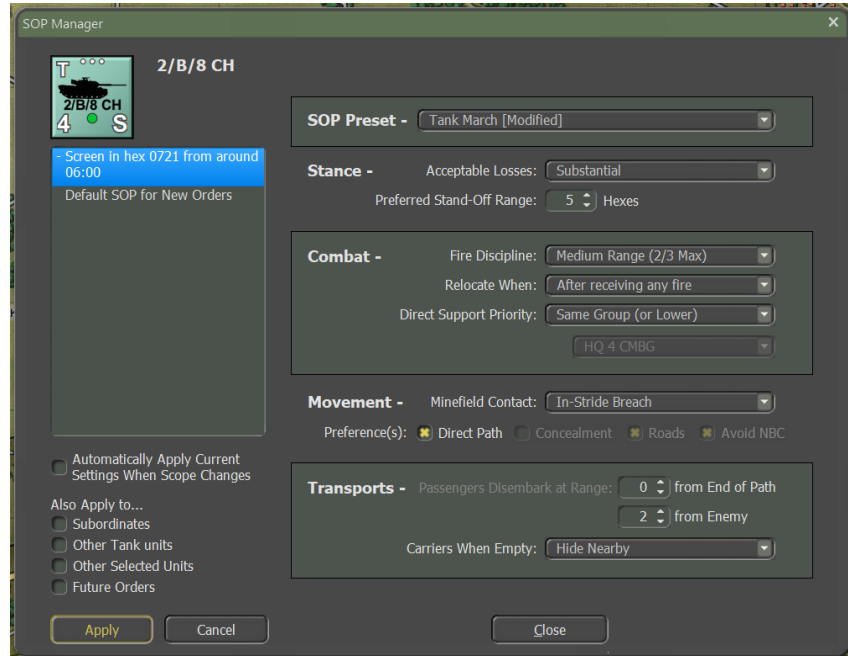
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23 Standard Operating Procedures (SOP)

One of the more requested features from earlier games was the ability to set Standard Operation Procedures (SOP[s]; pronounced as its acronym ess-oh-PEE[Z]) in more detail for your units. We have that now and it is a very powerful tool for you as the commander to wield. This tool gives you the flexibility to adjust many different operational parameters of your units, per unit, per waypoint, and for new orders. Grayed-out parameters are not available for the selected unit.

These SOPs can be applied to the selected unit or easily applied to other units in the formation or of a similar platform type as described below.

There are many ways to open the SOP Manager: right-click on a unit to open the Unit Popup Menu, select a unit and hit **Ctrl+K**, click on the Edit Order SOP button on the Orders tab of a unit's Dashboard (see Section 14.2.2 above), or open from the SOP menu bar option.



23.1 SOP Preset

- **SOP Preset** – Use the dropdown as a fast way to set all other values on the form to match the selected preset. Changing any values from the exact values in a preset will change the dropdown to show the closest-matching preset and append [Modified] at the end to indicate it has been customized, as shown above. Which presets are available depend on the unit selected. HQ units have Preset options for all their subordinates in addition to their own.

23.2 Stance

- **Acceptable Losses** – The unit's/unit's' willingness to take losses before seeking a change in orders. The settings for this item are Do or Die, Substantial, Moderate, or Minimal.
- **Preferred Standoff Range** – The number of 500 m hexes the unit(s) are to be distant from any Detected enemy units.

23.3 Combat

- **Fire Discipline** – Sets the range/ability to shoot at enemy units in direct fire. The available settings are Refuse Fire, Hold Until Fired On, Point Blank (0 to 1 hex), Short Range (1/3 Max Range), Medium Range (2/3 Max Range), and Maximum Range.
- **Relocate When** – Determines under what conditions a unit will seek to Scoot to a new location for better protection or to avoid enemy fire (see Section 21.8 above). The possible selections are After Each Fire Mission, After All Fire Missions, While Enemy Spotted, After Receiving Any Fire, After Receiving Direct Fire, After Taking Any Losses, After Taking Direct Fire Losses, After Taking Indirect Fire Losses, or Stance Only. Some of these settings work better for certain types of units. The after-fire mission settings work better for artillery for instance.
- **Direct Support Priority** – Set specific Direct Support operations for artillery assets. This setting is for indirect fire units only. The default is to support All requesting units which is the same as General Support noted in Section 25.4 below. Other options to support specific units directly are Same Group (or Lower), Specified Unit (and

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Lower), or None (Refuse All) which stops the Fire Support Control Center (FSCC) AI from using this unit in any supporting call for fires. These are the same as Direct Support as noted in 25.4 below.

23.4 Movement

- **Minefield Contact** – The unit's/units' response to entering a minefield. The options here are Ignore and Run (do not delay, accept the potential for more subunit losses crossing the field), In-Stride Breach (slow down to follow a leader through the field, hoping to avoid mines by traveling in the same tracks), or Stop and Reduce (halt and either wait for engineers to remove enough mines to open a path, or do the work themselves at a slower rate).
- **Preferences** – Set stricter movement preferences for travel between waypoints (see Section 22 above for waypoint plotting). Move Hasty prefers roads while Move Deliberate or Assault orders mix roads with cross-country movement. For additional control, check any number of boxes to prefer a Direct Path (favors arrival in the destination over considering hexes' protective or risk factors), Concealment (favors off-road paths and seeks better-Covered terrain to move through), Roads (favors taking roads instead of cross country, can result in less Cover), and Avoid NBC (which paths units around nuclear, chemical, and/or biological contamination on the map). See Section 11.8 above for information on how different terrain features impact movement.

23.5 Transports

- **Passengers Disembark at Range** – There are two options for disembarking transported troops and teams from their carriers. The first is to set the number of hexes (500 m) from the final waypoint or end of path. This is useful for assaults or recon efforts in hostile territory. The second is to set the number of hexes from a Spotted enemy. This is useful if your troops encounter unexpected enemy contact while on the move.
- **Carriers When Empty** – Once transporting APCs (Armored Personnel Carriers) or IFVs (Infantry Fighting Vehicles) disembark their troops or teams, this setting tells the transporting units what

they to do next. For APCs, the better choice is to Hide Nearby (seek Cover and do not engage the enemy) as these vehicles are usually poorly armed and armored. The other option is Support Passengers (seek good Cover but engage enemy units with on-board weapon systems) to improve firepower against the enemy, but risks losing transports to enemy fire. See Section 22.1.3 above on the Lost transport indicator.

23.6 Automatically Apply

To automatically save changes while clicking between orders, check the box to Automatically Apply Current Settings When Scope Changes located between the Also Apply To... toggles and the Orders window. When checked, any changes to the indicated scope (i.e., the selected order) will automatically Apply to become the new SOP if you select a new order or new unit. This removes the need to click the Apply button at the bottom to move through adjustments more quickly, but also means that any changes are automatically saved and cannot be reverted to by clicking Cancel.

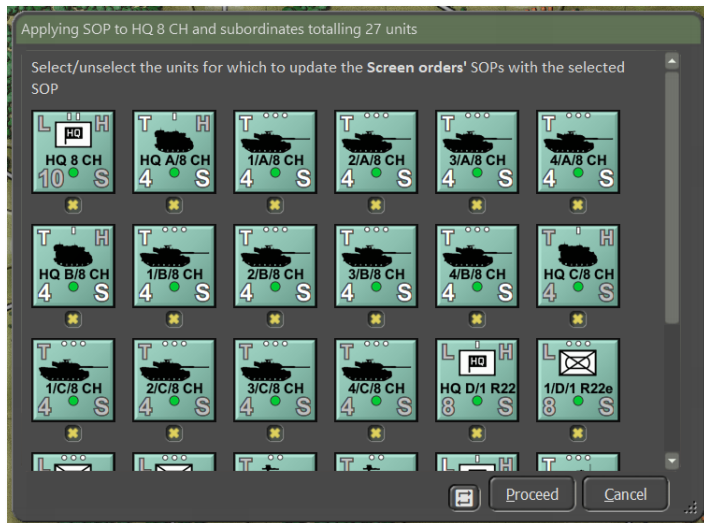
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23.7 Also Apply To...

There are four toggles on the bottom left corner of the SOP Manager dialog that are used to select which units the orders Also Apply To:

- **Subordinates** – Apply settings to all units in a formation (HQ and subordinates, as shown below). Higher HQs have more units that will change down the order of battle chain. Hitting Apply pops up a dialog showing all the affected units, see image below. Units can be excluded from the change by unchecking the toggle below a counter. Click the recycle button to the left of the Proceed button to invert the selections. Click Proceed when finished.



- **Other Tank units** – Apply settings to all units of the same type (e.g., tanks, APCs, HQs, etc.). Hitting Apply pops up a dialog showing all the affected units, see image below. Units can be excluded from the change by unchecking the toggle below the counter. Click the recycle button to the left of the Proceed button to invert the selections. Click Proceed when finished.



- **Other Selected units** – Apply settings to any other units selected while the dialog is open.
- **Future Orders** – Apply settings to all orders that follow the current order. Check this box to modify the Default SOP going forward.

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23.8 Rest & Resupply SOP

Another SOP that can be customized is for Rest and Resupply. Open this dialog by selecting Adjust Rest & Resupply SOP from the Unit Popup Menu (see Section 14.1 above) or by selecting Edit Rest & Resupply SOP from the Staff tab of the Unit Dashboard (see Section 14.2.4 above).



The following changes can be made with this dialog:

- **Readiness Trigger** – Set the Readiness level that will trigger a Rest and Resupply order if it falls below it. The default is set to 25% but can be changed to be higher or lower.
- **Ammo Trigger** – Set the Key Ammo level that will trigger a Rest and Resupply order if it falls below it. The default is set to 25% but can be changed to be higher or lower.

- **Key Ammo** – This window shows the key ammunition for the unit selected. Each ammunition type can be toggled individually to resupply when it falls below the defined threshold from above so that resupply time is used only for the preferred or highest-priority ammunition to suit your needs.
- **Also Apply** – Select other conditions to apply the current Rest and Resupply SOP to: Subordinates, Other Units of the same type, or Other Selected Units.

Click Apply to implement changes to the SOP. Click Reset to Defaults to discard changes and use game defaults. Click Cancel to revert to the last saved SOP. Close the dialog when finished.

24 Spotting and Line of Sight (LOS)

The ability to detect or distinguish between a military platform and its surroundings is heavily impacted by illumination, especially when not equipped with excellent thermal imaging or night vision equipment.

The Game Control Panel (see Section 13.1 above) provides Weather conditions (see Section 29 below) and weather/meteorological Visibility (see Section 24.3 below). Various range overlays on the map indicate the selected unit's ability to Detect other military units (see Section 11.6 above for details on overlays).

Spotting requires that the spotting unit has a clear Line of Sight (LOS) to the target and that the target is visible to the spotter at that range. Having a clear LOS to spot a target is required to shoot at it (see Sections 11.6.1 and 11.7.2 above).

It is possible to only see a small number of subunits in a unit depending on the Cover and Concealment value of the hex that the enemy is in and if there are other factors like movement, smoke, or weather effects.

24.1 Spotting Units

Each unit has a maximum Spotting range within which it can potentially see any enemy unit. This is generally equivalent to the maximum visible range for the Time of Day (see Section 28 below) and Weather (see Section 29 below) except when:

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- The unit in question is firing or moving. Its attention is presumed to be at least partly concentrated on that task and unit sighting is slightly reduced.
- The unit posture is very exposed. It is presumed to be feeling unthreatened and is not particularly attuned to its surroundings. The unit sighting range is slightly reduced.

Spotting is evaluated after every move, change of posture, burst of fire, and type of sensor capable of spotting enemy units. Spotting range is a function of a unit's Readiness, weather, visibility, posture, orders, current movement, current firing activity, special equipment like ground radar and thermal imaging, smoke, terrain, elevation, observation height, etc. Each sensor and means of Spotting are checked against each possible subunit meeting both the Spotting and Spottable From range criteria.

Each unit also has its own range in which it is Spottable From (see Section 11.6.4 above). The Spottable From range is a function of unit posture, size, terrain, current movement, current firing activity, etc. Enemy units beyond this range cannot Spot them unless special sensors are involved.

For example, a small non-firing infantry unit on a hilltop can see a long way but can be Spotted from only a very short distance. See Sections 11.8, 16.4, and 16.5 above for more information on relevant terrain features.

The current Spotting and Spottable From ranges for each unit can be viewed using hotkeys or selecting the Line of Sight (**Ctrl+L**) or Spottable From (**Ctrl+O**) functions in the Unit Overlay menu bar item. Spotting states include:

- **Undetected** – The unit counter is not revealed to the other side in any way. There is no indication that it is in a particular location at all. (Game Options during setup can be chosen to make Enemy Units Always Visible, see Section 4.3.2 above. Selecting this option means enemy counters will not be in Undetected states for that save file.)
- **Detected** – The contact may be as imprecise as a rising cloud of dust or a fleeting glimpse of unknown vehicles between some trees or buildings. The unit counter shows nationality and a question mark (?) but no other details are revealed. This contact is not strong

enough to count as a Spotted target for artillery or other types of combat. The unit is not browsable in this state and does not show up in the tally of enemy runners.

Game Options can be selected during setup to present all enemy units in this state at minimum by checking Enemy Units are Always Visible and Allow Gathering of Full Information of Visible Enemy Units (together creating automatic Spotting; see Section 4.3.2 above).

- **Classified** – The unit type has been examined with a fair degree of accuracy. Some counter details are shown. Examples of units that can be Classified could be a tank company, an artillery unit that has fired and given away its location, an HQ that has been too busy on the radio, or a unit that has been previously Spotted and has not yet moved away.
- **Identified** – The unit is close enough and has been seen long enough to determine the exact types of subunits in the enemy unit and most of the unit counter information is shown.

All headquarters and artillery units are deemed to automatically Spot every enemy unit Spotted by any friendly unit via radio communication. This allows the staff Fire Support Control Centre (FSCC) AI to direct fires at known targets.

Units that disappear from Line of Sight may become "lost" and need to be reacquired to be identified again.

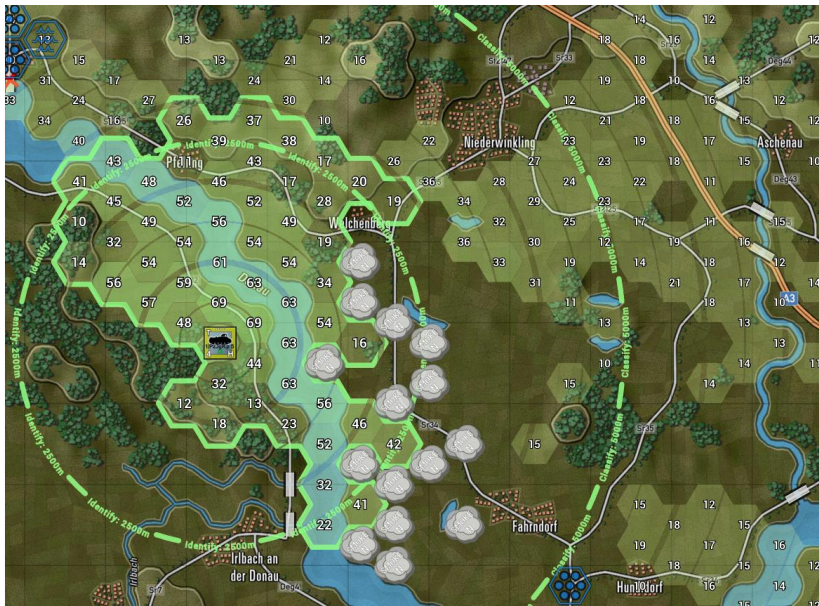
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24.2 Line of Sight (LOS)

Due to a combination of elevation and terrain considerations, the potential exists to have sweeping views in some directions and to be all but blind in others.

A view from one hex to another is considered blocked if there is an intervening elevation or if the accumulated visual clutter due to wrecks, smoke, or Cover (see also Section 11.8.3 above) along the LOS drops the visibility below 10% for most units. See the image below for an example of LOS being blocked by smoke (gray puffs). The green overlay indicating LOS is absent on hexes that are not within Line of Sight due to smoke presence and other visual clutter, as well as elevation changes.



LOS is checked in two steps:

First, there is a hard check of elevations between each Spotter and each subunit in the target unit. If a line from one hex to the other is broken by an elevation at or above the line at any location, the LOS is blocked.

If the first check passes, the second test is to see if the accumulated

visual hindrance from terrain, smoke, wrecks, etc., reduces LOS below 10% which makes it blocked.

Recon units and units with thermal sight have a bonus that improves their ability to see deeper or further through smoke.

24.3 Time of Day and Weather Impact

Two measures that impact Spotting and Line of Sight are Visibility and Illumination.

Visibility refers to the clarity of the air and is not related to Time of Day (see Section 28 below), i.e., the Visibility at night is the same as day. It is determined by dust and water particles in the air and is connected to Weather (see Section 29 below).

Clear nights mean seeing as far as the moon allows, and you might see distant flashes from guns firing. Visibility is limited to 10 km in the game for Western Europe via the weather data.

Illumination refers to the amount of light present that facilitates what can be seen in the environment and is dependent on the moon phase and the sun. At night, Illumination is low (between 0% with no moon to 40% at full moon) compared to 100% during the day, and in-between values during the Dawn and Dusk transitions. Even though the Visibility range may be several thousand meters at night due to lack of particles in the air, how far units can see is a function of both Visibility and Illumination level. Without thermal or other means of Illumination, optical Spotting at 0% Illumination is not possible and gets worse the closer to 0% it gets.

25 Combat Operations

Combat is the very focus of this game and is detailed in this section. The different unit and ammunition types that are included in the game ensure that many different types of combat occur during a scenario or campaign. Even chemical (persistent and non-persistent) and nuclear weapons might be used.

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25.1 Unit Postures

Units go through various changes in posture during a battle. This is a measure of how visible and protected a unit is based on its movement state and the local terrain features (see Section 16.5 above) that may provide Cover (see Section 11.8.3 above) and/or Concealment (see Section 11.8.4 above). Posture states are listed below:

- **Very Exposed** – Unit is moving/sitting in terrain with no real Cover or Concealment regardless of order. Very easy to Spot. No additional protection from the terrain against any form of enemy fire.
- **Exposed** – Unit is moving/sitting in terrain with minimal Cover or Concealment based on orders (e.g., a Hold order). Moving units are easier to Spot. No additional protection from the terrain against any form of enemy fire.
- **Covered** – Unit is moving/sitting in terrain with useful Cover and/or Concealment. Spotting that is dependent on movement, terrain, or thermal/radar signature is mildly degraded. Protection from direct fire is a function of the Cover afforded by the terrain.
- **Dug In** – Unit is sitting in terrain with a Hold order and will spend 20-30 minutes digging into the Covered terrain. It includes units in an Improved Position location (see Section 16.10 above). Unit is difficult to Spot and thermal/radar signature is reduced by a moderate amount based on the Cover of the terrain. There is extra protection from the terrain against any direct enemy fire. This unit will not be effective at artillery or air strike damage.
- **Fortified** – Unit is sitting in a fortification with extreme Cover and Concealment (see Section 16.10 above). Very difficult to Spot and thermal/radar signatures are greatly reduced. Extra protection from the Fortification in addition to the terrain provides more protection against any form of enemy fire.

25.2 Unit Facing

There is no control over what direction units face in the game. It is assumed that the units are smart enough to show a frontal aspect if the enemy is Detected. If caught by surprise, a target unit at range may have some subunits get hit in the flank as they are not in a defensible

position. At a range of one hex, there is an increased chance of getting a flank attack on a target unit as some of the subunits are assumed to be close enough and in a position where flank shots are possible. If both the attacker and defender are in the same hex, attacks have a better chance of being flank or rear aspect shots as Cover and spacing allow for more advantageous engagements. Infantry attacking armored fighting vehicles (AFVs) in built-up terrain (cities and forests) have a bonus to these better aspect shots.

25.3 Direct Fires

All combat occurs during the turn resolution phase (see Section 13.1 above for how to start this). Spotting is checked for all units and then each unit with Assault, Hold, Screen, Move Deliberate, Move Hasty, or Direct Support orders looks for suitable targets among the enemy units that it can sight directly, or indirectly in some cases. A combat event for each pairing of attacker and defender is created and entered in the main game event queue.

The combat event is resolved between the two units at the subunit level. The attacking unit calculates the quality and quantity of fire that it can effectively use against the defender from several factors including the number of subunits it has, the armaments mounted and their effectiveness against the target subunit, the range to the target, the armaments' base accuracy, attacker orders, crew quality, suppression from incoming fire, the presence of multiple targets, and any special bonuses such as advanced gun sights.

This effective projection of fire is applied to the defending unit which takes losses based on the quantity and intrinsic protection rating of its runners, defender orders, posture, usable terrain bonus, movement, stealth, range, and any special bonuses such as armor (e.g., Chobham, advanced composite, laminated, or reactive). The defender is also penalized if they have not sighted the attacker – surprise is assumed for the first few shots – and if the range is zero to one hex(es), there is a further penalty due to the assumption that more flanking shots are available when at such close range.

The attacker uses up munitions by the round or burst to engage the enemy and is marked as "Firing". This "Firing" status makes it easier for other units to Spot it during the turn. Attacking also reduces a unit's

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Readiness by a small amount as the crew deals with the rigors of loading and firing weapons or scanning for targets. Units occasionally gain a boost to Morale if they achieve kills without taking losses.

Defending units can take losses from combat which are tracked at the level of individual subunits. Readiness and Morale will both be degraded in these cases (see Section 26 below). Morale can take a bigger hit if the HQ is out of range or if a friendly unit within 1000 meters is wiped out.

Units are not mindless zombies that die to the last subunit. If losses in the unit are too great and Readiness and Morale are low, a unit will spontaneously give up its mission orders and try to retreat to a safer location by Scooting (see Section 21.8 above).

25.4 Indirect Fires (IDF)

Where direct fires have the shooter seeing the target, indirect fires rely on another unit to Spot a target and provide targeting information for the indirect fire units to use to shoot with. The advantages of indirect fire are its much longer ranges and reduced exposure to direct combat.

Indirect fires are guns, rockets, and mortars that fire munitions (or are munitions in the case of rockets) over the battlefield.

These systems show up on the map as various explosion animations in the target hex based on the type of munitions used. In our earlier games, artillery fired in a piecemeal fashion with several rounds being resolved each turn they attacked. Now, each gun fires rounds over a specified duration and shells are fired until the mission is over (see also Section 22.2 above). This means enemy units can move into and out of the hex(es) being attacked. In some cases, fire will be adjusted to follow targets if they are under direct observation and there are timely communications with the observer and shooter.

Artillery fire missions can be of a few types as noted below:

- **Direct Fire** – Some field-gun-equipped artillery platforms can point themselves at an enemy and fire directly. The wisdom of this is highly debatable but it can be done. Interestingly, Soviet tactics put great store in this technique and 122 mm and 152 mm SP howitzer assets can be attached to their assault formations to use direct fire against targets. While it is certainly much quicker than trying to

organize on-call fire, the cost to the lightly protected artillery would be horrendous. They used this technique extensively in the second half of World War II with the SU-76 (76 mm guns mounted in light tank chassis), and the 2S1 and 2S3 vehicles are the Cold War inheritors of that tradition. All other force structures might want to consider this a measure of last resort.

- **Pre-Plotted Fires** – These fire missions represent pre-registered targets for the artillery units to shoot at the start of a battle. For the AI player (i.e., the computer opponent), artillery barrages need to be set up in the scenario editor to start right at the beginning of battle. For the human player, this kind of strike needs to be plotted in the set-up phase prior to starting battle and will begin falling right when the first turn is executed.

Unlike on-call fire missions that react to enemy contact, pre-planned strikes shape the battlefield, disrupt enemy positions, and support friendly movements at critical times. They are carefully timed and targeted based on the operation plan, ensuring artillery fire is already in motion when the battle starts. This gives friendly forces a tactical advantage by suppressing enemies, covering maneuvers, or interdicting reinforcements.

- **Direct Support** – These artillery assets are dedicated to supporting a selected unit or set of units (see Section 23.3 above to set this combat SOP). These assets will not take on fire support requests from other units nor provide counter battery, but are ready to perform fire missions for the unit(s) it is placed in Direct Support of when they Spot enemy units. These missions usually have slightly shorter command delays for order processing than the General Support operations described next.
- **General Support** – These artillery assets take requests for fire from any friendly unit on the map and process them based on target type, urgency, and availability via the Fire Support Control Center (FSCC; see next subsection). Standard command delays exist for this type of support.
- **Counter Battery** – These assets are set to fire on located enemy artillery units if they are within range, including both on- and off-map units. While on Counter Battery they will not shoot other

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missions. Units with Counter Battery orders can be available to the FSCC (see next subsection) for fire support requests if they are not already engaged, and are under FSCC control.

25.4.1 Fire Support Control Center (FSCC)

Fire support mission requests are made either through player intervention during the orders phase or automatically through their AI staff Fire Support Control Centre, or FSCC, during the turn resolution phase. To set a unit to be under FSCC control, toggle this setting via the Unit Popup Menu item or the check box in the Fire Support Assets tab (see Section 15.4.1 above for more on this Staff Report).

Line units automatically generate fire support requests during the turn resolution based on their sighting activities as the turn unfolds. Fire support requests are also generated by the staff when ordered to prepare a fire support plan as part of the AI planning cycle.

Fire support requests are listed in the Fire Missions tab of the Fire Support Staff Report (see Section 15.4.2 above) and are queued by their Start Time. Also listed are their End Time, Status (Active or Planned), Contact, Target hex number (marked by four-digit column/row grid coordinates), Type of ammunition, number of Rounds, Duration of fire, which Asset is firing, and the Asset Status (Ammo and Readiness). Fire support requests are discarded if the target is lost or too much time passes between the initial call and the unit being able to shoot. This is done so as not to waste ammunition shelling the empty ground.

During turn resolution, the FSCC is called to match fire support requests to available air and artillery assets. To be “available”, an artillery unit must have an On Call, Direct Support to All requesting units, or Counter Battery order and otherwise be ready to fire (i.e., not wiped out, not moving, not already assigned an FSCC mission, etc.) or be an on-call aircraft.

Missions are served first by eligible artillery units with eligible Direct Support orders, then by General Support units, and finally by units with Counter Battery orders if they are available (see previous subsection).

Available air and artillery units are assigned to the mission until the requested weight of fire has been accumulated. The necessary combat events are created in the game event queue and the selected units will

fire. The fire support request will be marked as finished and then the rest of the list is processed until the supply of available artillery units is exhausted.

Artillery units that have manually been assigned a Barrage mission will fire as ordered and revert to On Call when done shooting all missions. At that time, they will be available to service FSCC or player requests. If an artillery unit runs low or out of ammunition, it goes on a Resupply order to replenish its stocks. Depending on SOP settings (see Section 23 above), artillery units will Scoot after shooting to avoid potential enemy counter battery fire.

25.4.2 Observed Versus Blind Fire

When shooting with indirect fire assets, units can fire on known observed targets, on locations where targets were Detected by electronic means, or on lost visual contacts where there is no observer to the fire. Observed fires have a better chance to hit and have the ability to shift hexes if the target moves into a new hex. Blind fires will be much less effective for the same volume of fire when there is no one to adjust the fire to the targets, however this happens often anyway.

25.5 Air Defense (AD)

There are both dedicated anti-air units and units with weapons capable of engaging air targets in the game. These platforms are defined as follows:

- **Surface-to-Air Missile Units (SAMs)** – These units use surface-to-air missiles with radar, infrared, or optical guidance to track and engage enemy aircraft and helicopters. These units have a limited number of missiles and usually have air search radar or advanced optical systems to find targets.
- **Flak Units (AAA)** – These units rely on cannons or machine guns to engage air targets with a wall of lead or proximity fuse explosives. Ammunition for these units is tracked in bursts of fire. These units can have air search radars and other optical means to find and track targets.
- **Air-Defense-Limited (ADL) Units** – Some units have machine

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guns, auto-cannons, or in some cases anti-tank guided missiles (ATGMs) that can be used to engage air targets in a limited capacity. For these units to shoot at an air target, they must either be the target of an air strike engaged by a hovering helicopter or engage a helicopter approaching them in a roughly 30-degree cone (these weapons cannot effectively track a moving crossing target).

Some platforms may have a mix of these systems to use.

25.6 Air Strikes

Calling in an Air Strike sends a request to the Air Strike Controller to automatically select the best value target location for the strike to acquire the most possible Victory Points (see Section 15.1.2 above) within the discretionary radius allowed. The Air Strike Controller will default to the stated target if other targets only tie it for value. The value is based on the number of visible targets and the less-apparent air defense strength. The attack will be aborted if the target location is empty of targets when the air strike arrives and the aircraft will return to its On Call station.

An air strike attack starts with the sound effect of the approaching jet(s) and the following sequence of events happens:

- The target location flashes and the attacking aircraft appears over the target unit.
- All eligible defending units (air defense [AD] units and units with AD-capable weapons) located within range of the target location attempt to Detect the attacking aircraft.
 - AD units are much better at defense than standard units with anti-air weapons. Units with AD-capable weapons must have the aircraft approaching it directly to engage.
- Air defense units that happen to Spot the fast-moving attackers will fire during the approach.
 - If the aircraft is a level bomber flying at higher altitudes above the battlefield, it will only be engaged by weapons that reach the target altitude.

- Both aircraft and AD units have a few electronic and other systems used to degrade the performance of the enemy.
- Combat hints alert the player to any events of radar detection, AD attack evasion, or loss of aircraft if one or more is shot down. If an aircraft is shot down, then an appropriate sound effect is played.
 - The pilots' Readiness plays heavily into their ability to detect AD fire and avoid it. If you push your pilots on repeated passes, fatigue may lead to a mistake and a loss of the aircraft and crew. See Section 26 below for combat soft factors like Readiness.
- The bomb's special effects are rendered in the impact location on the ordnance delivery pass and combat losses are immediately applied to all units located there. Friendly and enemy units are both equally at risk if they occupy the impact location.

After the mission is over, the aircraft will be given Resupply orders if it is out of Ammo or it will return to its On Call station to await another Strike order. Aircraft given a Resupply order will return to base to rearm and refuel and will be available again after 30+ minutes.

25.7 Helicopter Hunting

One of the new orders in the game is the Hunt order for helicopters. This order involves setting multiple waypoints (up to six; see Section 22 above for information on plotting movement) that the helicopter will fly between to look for enemy units to Spot (recon helicopters) or engage (attack helicopters). Hunting helicopters move from hex to hex, masking with Cover where possible as they are flying low. Helicopters under fire will attempt to Scoot away from the attacking units (see Section 21.8 above for involuntary order changes). When an armed helicopter runs out of munitions it will fly back to the nearest FARP (Forward Arming and Refueling Point; see Section 19.3 above) to resupply.

25.8 NBC Warfare

Nuclear, chemical, and biological (NBC) weapons are extremely powerful and not to be taken lightly. Using these weapons will also cost Victory

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Points which must be taken into consideration when choosing to deploy them (see Section 15.1.2 above for victory information). Weapons of mass destruction come in three types: nuclear weapons, persistent chemical weapons, and non-persistent chemical weapons.

NOTE: The game does not include biological weapons on the battlefield.

- **Nuclear Weapons** – A nuclear strike (which has a very awesome animation) is resolved as a series of separate attacks against all units caught within the blast range. For game purposes, we assume a tactical nuclear capability of an approximately 10 kiloton yield with a 2 kilometer blast radius. Subunits will be eliminated based on distance from the blast center by their intrinsic protection rating, NBC rating, Cover level, and posture. Units also suffer massive losses in both Readiness and Morale even if they survive the blast and are automatically contaminated with radiation. Contamination can cause additional losses over time if not dealt with quickly after the attack by issuing a Rest and Resupply order. All bridges, smoke clouds, minefields, and chemical contamination within the blast zone will be eliminated.

The ground will be contaminated for two rings of hexes from the blast center for the rest of the game (i.e., a diameter of five hexes). Units moving through the contaminated zones run the risk of additional losses and becoming contaminated. All helicopters within a 5 km radius will be eliminated by the blast's shock wave. Units must receive a Rest and Resupply order and spend time being cleared of the hazard to decontaminate.

- **Persistent Chemical Weapons** – A persistent chemical strike consists of various nerve or blood agents that can quickly incapacitate or kill exposed troops. Units caught in a persistent chemical attack can suffer losses based on their NBC rating, take a considerable loss of Readiness while getting into protective gear (e.g., MOPP, OZK suits, etc.), and suffer additional Morale loss from the attack. Persistent chemical strikes leave markers on the map for the rest of the game. Any units moving through are attacked and contaminated. Like nuclear contamination, chemical contamination can be removed by a Rest and Resupply order. Contaminated units fight with reduced combat effectiveness caused by the protective gear.

- **Non-Persistent Chemical Weapons** – A non-persistent chemical strike similarly consists of various nerve or blood agents that can quickly incapacitate or kill exposed troops. Units caught in a non-persistent chemical attack can suffer losses based on their NBC rating, take a significant loss of Readiness while getting into protective gear (e.g., MOPP, OZK suits, etc.), and suffer additional Morale loss. Non-persistent chemical strikes leave a gas cloud on the map that dissipates over a short period based on the Weather conditions. Any units moving through the gas cloud are attacked.

25.9 Electronic Warfare (EW)

Electronic Warfare is the art of spectrum warfare. This is the use of electronic equipment to jam or spoof radio communications or jam search radars. This work is done by assets above your command level but may benefit your forces if your side is working to disrupt the enemy. On the other hand, if the enemy is disrupting your forces, command delays increase as your communication efforts are hampered by enemy action.

These levels are set by the scenario designer and the levels can be reviewed in the EW Report tab of the Intelligence Staff Report (see Section 15.3.5 above). The enemy's EW interference is noted on the Commander Panel (see Section 13.2 above) as well.

25.10 Air Superiority

Air Superiority is a rating of whose force controls the airspace over the battlefield. When your forces own the air, your air strike can get on the map with weak opposition from enemy fighters. If the enemy owns the skies, there is a greater risk of losing air strikes on the way to their mission targets and even on-map helicopters can fall victim to an air-to-air missile from a fighter. All these actions are noted with messages popping up on the screen when interdictions occur in the game.

Air Superiority is set by the scenario designer and the current level can be reviewed in the Air Support tab of the Fire Support Staff Report (see Section 15.4.5 above) or noted under the Weather Panel display in the Core Game Panels (see Section 13.1 above).

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26 Combat Soft Factors

A group of key factors that impact combat operations are Combat Soft Factors. These are the soft data items that represent the human elements found on a battlefield. The three key elements used in the game are Readiness, Morale, and Training.

26.1 Readiness

Readiness is represented by a number from 1% (worst) to 100% (best) indicating the ability of the unit to perform as required. Readiness is lost during combat and movement actions. Readiness is recovered when a unit sits in place without being fired on or if it Resupplies. If a unit's Readiness goes critically low, it will be noted in the Staff Alerts.

The amount of Readiness recovered can be specified when prompted with the Recover Supply and Readiness dialog after ordering Rest & Resupply (see Section 21.2 above) as well as through modifying the Adjust Rest & Resupply SOP (from the Unit Popup Menu or the Staff tab of the Unit Dashboard; see Section 14.2.4 above).

From the Recover Supply and Readiness dialog, enter a % Readiness value to set what level of Readiness the unit must recover to in order to return to other orders. Recovering takes time and so adjusting this value higher or lower will also change how long the order takes to execute, which is reflected in the Minutes field. Likewise, ordering a specific number of Minutes to spend recovering will return a corresponding amount of Readiness.

26.2 Morale

Morale is represented by a number from 1% (worst) to 100% (best) indicating the mental state of the unit. Morale is lost in combat by taking losses or being close to friendly units that take losses (within 1000 m). It can have greater reductions when it is further out of range of from its headquarters. Morale is recovered slowly by Resting and Resupplying and occasionally by obtaining kills against other units. It cannot be set as a benchmark to achieve from resting unlike Readiness. If a unit's Morale goes critically low, it will be noted in the Staff Alerts.

26.3 Training

Training level is marked by an identifier representing the average amount of pre-war training received. These training levels include Untrained, Green, Average, Veteran, and Elite. Units with higher training levels are more likely to perform better on the battlefield, suffer less severe Readiness and Morale reductions from events, and recover faster from those losses. This training level is noted before the primary type of unit in many detailed information displays like the Unit Dashboard (see Section 14.2 above) and other reports. Modern combat is fast and intense which means all units receive training prior to battle as there is no time to learn once on the ground. Consequently, units' training levels do not increase during battle.

27 Supply and Logistics

Supply is the "Achilles' heel" (i.e., weakness or mechanism of downfall) of all modern armies. It is burned at a ferocious pace during operations and commanding officers are constantly mindful of "topping off" or replenishing their units. Given the basic scale and duration of the game, ammunition is likely to be far more of a limiting factor than fuel, rations, or other forms of supply.

The lesson of the 1973 Arab-Israeli war was that ammo gets used up far faster than expected; rates of five times greater than expected were not unheard of. It is an essential part of the command dilemma to be able to ration it out effectively.

In game terms, resupply is presumed to occur whenever a unit receives Resupply orders and there is a lull in the action so supply trucks and other vehicles can come forward and provide ammo and fuel to combat vehicles in place (see Section 4.3.2 above for setting Automatic Emergency Resupply during game setup and Section 27.4 below for fuel information). Alternatively, individual vehicles can drive a short distance to the rear to resupply and then return to their original location.

As stated earlier, units must be clear of enemy units and combat in order to resupply. Units within the command radius of their HQ can get fully resupplied on Ammo and gain more Readiness and Morale recovery. Units outside of the command radius get a small percentage of Ammo

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replacement and gain minor improvements in Readiness and Morale.

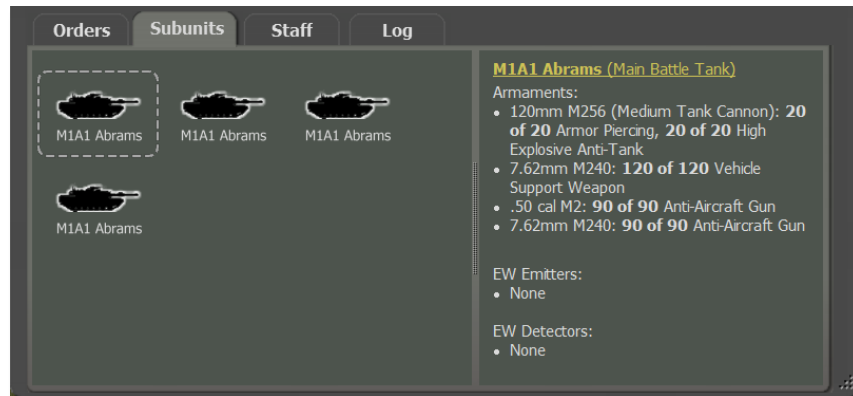
27.1 Ammo Loadouts

One of the new features of the game is tracking ammunition by type and down to a single round for most weapon systems.

Where this new system is apparent is with gun systems that use different munitions and rocket pods. Other weapons will be converted over to having munition options as required in the future.

Ammo loadouts are set by the scenario designer for each unit and those munitions are used by subunits based on the combat situation and the available rounds during battle.

The ammunition available for a unit and its subunits are noted in a few places. It can be viewed in the Subunits tab of the Dashboard for each subunit (see Section 14.2.3 above) and on the Ammunition tab in the Personnel and Logistic Staff Report for the entire unit (see Section 15.5.4 above). See images below. More detail is shown in the Ammunition tab which provides the number of rounds expended up to that current point of time in the battle.



The screenshot shows the 'Ammunition' tab in the game interface. It displays the ammunition status for two units: 1/SCT/1-15 Mech and 2/SCT/1-15 Mech. Each unit has 2 x Recce and 2 x APC. The table shows the ammunition type, basic load, on hand, percentage on hand, and expended rounds.

AMMO TYPE / DESCRIPTION	BASIC LOAD	ON HAND	% ON HAND	EXPENDED
40mm M203 / Grenade Launcher	16	16	100	0
BGM-71D TOW-2 / Anti-Tank Guided Missile	24	24	100	0
25mm M242 / Chain Gun	300	300	100	0

For indirect fire units, the Fire Support Assets tab in the Fire Support Staff Report (see Section 15.4.1 above) also notes the total load of munitions for the units.

27.2 Resupply

Units ordered to Rest and Resupply will re-equip ammunition levels to the amount specified under % Supply in the Recover Supply and Readiness dialog (see Section 21.2 above). Resupplying to 100% places the units back at full ammunition based on the scenario designer's loadout levels. For faster return to battle, set a lower value for % Supply to procure only enough Ammo to keep the unit going until a later resupply. The length of the recovery period (in minutes) will adjust to be longer or shorter based on the assigned % Supply value to suit the amount of work that needs to take place.

Resupply only takes place if the unit is not in combat. Units with Rest and Resupply orders will receive supply trucks and other vehicles that meet them in place during lulls in battle, or units may drive to the rear if close enough and then promptly return to their original location. Aircraft and helicopters return to base to rearm and refuel.

See also Section 23.8 above for information on the Rest & Resupply SOP settings.

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27.3 Automatic Emergency Resupply

If the setting for Emergency Resupply is Automatic was selected in Game Options during scenario or campaign setup (see Section 4.3.2 above), then any unit that runs out of ammunition is automatically restored to 30% Ammo if it falls below 5%. Unit orders do not affect or prevent emergency resupply in this case and the unit will resupply even if it is moving or fighting at the time. This option may help new players to relieve some of the strategic difficulty of the game without altering how Victory Points are won.

27.4 Why No Fuel Tracking?

Given the short time and relatively short distances covered in the game, we assume there is enough fuel for operations on the map to take place. When units are resupplied for ammunition and to recover Readiness and Morale, we assume fuel tanks are topped off as well. We may take a more detailed approach to fuel tracking in the future, but for now, it sits beyond trackable concern compared to the other factors covered.

28 Time of Day

Flashpoint Campaigns: Cold War deals with four different times of the day. Dusk and Dawn take place at the times of day appropriate to the region for that month of the scenario.

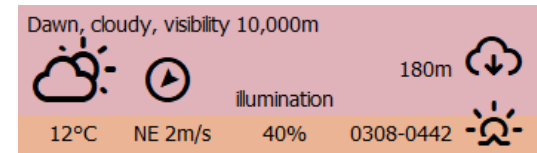
A dialog appears with the relevant information when the time of day changes during the game. The Weather Panel (see Section 13.1 above as well as the images in the following subsections below) and the map itself will have distinct changes in color to show the various times of day.

Time of day is closely linked to Visibility and Illumination factors. See Section 24.3 above for details on these.

28.1 Dawn

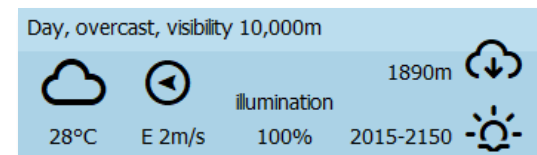
Dawn occurs roughly 90 minutes before sunrise and the timeframe for this transition is noted in the bottom right of the panel. There is a thermal inversion of surface temperatures during this time that degrades thermal sight detection ranges and the accuracy of optically guided

weapons (i.e., temperatures of the ground and air flip). The map shows a gradually disappearing nightshade as the sun rises. Illumination also increases as the sun comes up.



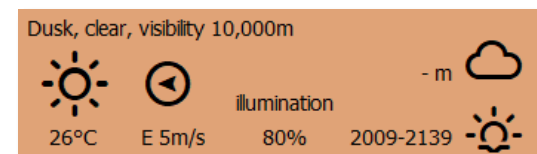
28.2 Day

Day is the time between sunrise and sunset when the maximum possible Visibility occurs. The map is shown free of any color adjustment. The upcoming Dusk transition time is noted in the bottom right of the panel.



28.3 Dusk

Dusk occurs roughly 90 minutes after sunset and the timeframe for this transition is noted in the bottom right of the panel. There is a thermal inversion of surface temperatures during this time that degrades thermal sight detection ranges and the accuracy of optically guided weapons (i.e., temperatures of the ground and air flip). The map shows a gradual darkening as the sun sets. Illumination also decreases as the sun goes down.



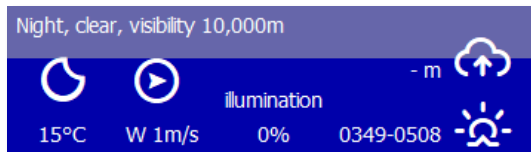
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28.4 Night

Night is the time from after sunset until sunrise. The maximum Visibility is determined by the level of Illumination based on the phase of the moon. Operation of aircraft may be impacted if those aircraft are not capable of night operations. The upcoming Dawn transition time is provided in the bottom right of the panel.

NOTE: While Visibility may be extensive in distance, objects cannot be observed without having Illumination or using sensors that work without light (thermal, radar, infrared systems). In other words, Visibility alone is not enough to Spot enemies.



29 Weather

Weather plays an important role by having a significant influence on Visibility and also impacting the performance of certain weapons and sensors. The game's weather is dynamic and based on real-world weather data. A weather forecast is available in the Intelligence Staff Report (see Section 15.3.4 above). Review it to know when and for how long the weather may change. The following sections give a summary of the available weather types currently in the game and how they may impact Visibility (see Section 24.3 above for details on this factor).

A dialog appears with the relevant information when the Weather changes during the game.

29.1 Clear



Clear weather means no precipitation, few to no clouds, and extended Visibility ranges based on the time of day, moon phase at night, and lack of cloud cover. Clear weather has no adverse impact on weapons or sensors. At night, the sun in this picture is replaced with a moon symbol.

29.2 Cloudy



Cloudy weather means a mix of sun and clouds and no precipitation, with suitable Visibility ranges for all methods of Spotting. Cloudy weather may have an impact on Close Air Support operations if the cloud deck is too low. At night, the sun is replaced with a moon symbol.

29.3 Overcast



Overcast weather means a blanket of clouds with no precipitation and very little or no sunshine. Overcast conditions still have reasonable Visibility ranges for all methods of Spotting. Overcast weather may have an impact on Close Air Support operations if the cloud deck is too low.

29.4 Light Rain



Light Rain means scattered showers with minimal impact on Visibility, weapons, and sensors. Visibility ranges are still decent in these conditions. This type of weather does not have any impact on the effectiveness of your fighting forces.

29.5 Moderate Rain



Moderate Rain is a constant widespread rain that has some influence on Visibility. Moderate Rain may impact the accuracy of some optically-guided weapons and degrade the range of Detection for thermal imaging sensors. This type of weather does have some adverse effects on your fighting forces and may halt air operations.

29.6 Heavy Rain



Heavy Rain is a constant heavy downpour that alters Visibility. Heavy Rain impacts the accuracy of some optically-guided weapons and degrades the range of Detection for thermal imaging sensors. It is essential to take these factors into account when the weather is abysmal on the battlefield. Heavy Rain can stop air operations for specific aircraft.

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29.7 Snow



Even though the game is set in the spring/summer of 1989, it is possible to make custom scenarios in the fall and winter which means Snow can be a condition. Snow alters Visibility as well as weapon and sensor accuracy. It can also impede aircraft and helicopter operations.

29.8 Fog / Mist / Haze



Fog/Mist/Haze sit low to the ground, dramatically reduce Visibility ranges, and impact thermal sighting and other sensors and weapons when present. Fog or Mist have a better chance of occurring at night and dawn. It will burn off within a few hours after sunrise. Fog/Mist/Haze can occur in Clear, Cloudy, or Overcast weather states.

29.9 Weather and Movement

While weather does influence operations, weapons, and sensors in the game engine, there are currently no changes to ground movement based on weather and its terrain impacts. The development team does want to address this in a future update so seasons and weather change movement rates.

30 Victory Conditions and End Game

The victory conditions for each scenario are specified in detail in the Scenario Information (see Section 15.1.2 above) and Mission Briefing (15.2.1 above). The most important way to ensure victory is to find and secure the Victory Point (VP) locations that have been placed on the map by the scenario designer. Blue locations are secured by Player 1, red locations by Player 2, and unsecured locations will show as half red and half blue. An unsecured location becomes “secured” if a friendly ground unit passes through it. Air units like helicopters can fly over this location and engage or Spot enemy units in or from here, but they cannot “take” an objective. The values of the different locations are shown by the map markers in the Mini Map (see Section 13.4 above) and in the Scenario Information Staff Report.

Players also get Victory Points for knocking out or destroying enemy subunits. The value of each subunit is shown in the Subunit Inspector (see Section 14.3 above). The subunit’s exact number of VPs is awarded whether it is destroyed or just minimally damaged – either way, it is a mission kill and that is what is being measured.

30.1 Game End and Mission Postmortem

The game is over when the end of the scenario time limit is reached or when the force strength of one side or the other drops below 30% and triggers “Sudden Death” (see Section 30.5 below). The length of the game in hours is defined in the Mission Briefing. Force strength is the percentage calculated from the active units’ Victory Point (VP) values over the total number of forces’ VP values for each side. It starts at 100% and goes down as each side accrues losses.

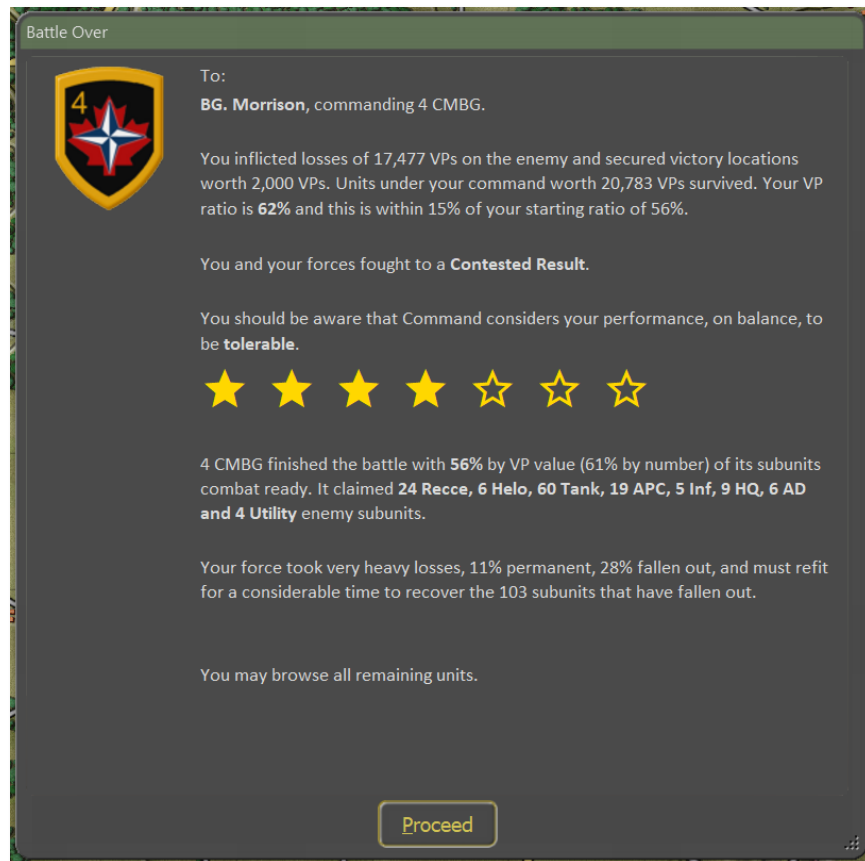
Once one of these end-game triggers is reached, the Battle Over screen seen below is displayed and there is somber end-game theme music to listen to as you review the mission’s postmortem.

A representative of the General Staff Inspectorate provides a quick review of your combat actions and decisions. This person holds your fate in their hands and is also harried, short of sleep, and unlikely to take a finely balanced view of the nuances of your performance. The General quickly evaluates your performance, telling you that you did an excellent job, failed your mission, or something in between. This will be based on

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your Victory Points total. A star rating is displayed with the filled stars indicating a basic score out of seven (7) for the mission. Next, the percentage of VPs awarded is noted and the numbers and types of enemy subunits you claimed is listed. Finally, the General tells you what shape your force is in based on losses and fallouts, with an estimation of recovery time to get back up to full combat strength.



Click the Proceed button to continue to the Scenario Information Staff Report to see the full postmortem results.

NOTE: If the following two settings in Game Options were selected during scenario setup: Enemy Units Always Visible and Allow Gathering

of Full Information of Visible Enemy Units, the dialog that follows hitting Proceed will have an option in the bottom left corner to View Enemy Scenario Information Center. Checking this toggle converts each tab to show the same information but from the enemy's perspective and the details change accordingly. Uncheck this toggle to return to your forces' information. Selecting only one or the other of these two Game Options will not allow this information to be viewed (see Section 4.3.2 above).

30.2 Final Report

The Final Report, seen below, is a repeat of the Battle Over screen and offers the chance to review that information again as well as note which Battle Plans each side used if it was under AI control (see Section 4.4 above for Battle Plan information).



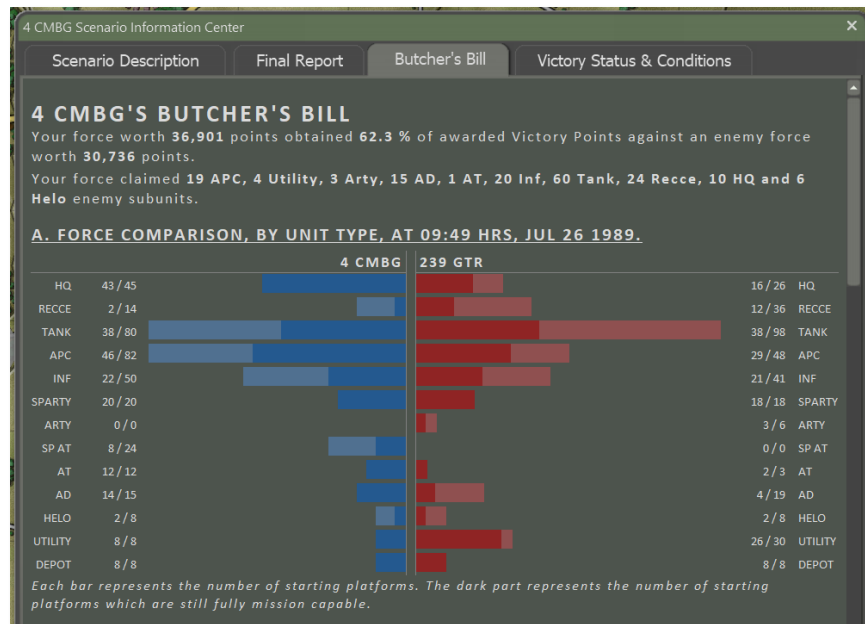
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30.3 Butcher's Bill

The Butcher's Bill is a tally of all units lost (destroyed or fallen out) during the battle. This information is displayed in several forms and compares your forces to those of your enemy.

Section A of the Butcher's Bill has a graph showing the breakdown of subunits for both sides with the longer, lighter bar showing the number of starting units of that type and the shorter, darker bar showing the number of units remaining of that type. Starting and ending numbers are also listed with each row. Player 1 is shown in blue and Player 2 is in red.



Sections B and C show the state of your forces by Unit Type and by Platform, respectively, in a tabled format.

Section B looks at each general Type of subunit, how many Started the scenario, how many are still Active or running at the end of the scenario, any subunits that have Withdrawn, the number of Fallen Out subunits (damaged/wounded), and finally the number of Destroyed subunits

(irreparably destroyed/killed in action). The final Totals for each column are shown along the bottom of the table in the dark green row.

Section C looks at each type of Platform in the battle, a Description of that platform, how many Started the scenario, how many are still Active (running) at the end of the scenario, any platforms that have Withdrawn, the number of Fallen Out subunits (damaged/wounded), and the number of Destroyed subunits (irreparably destroyed/killed in action). The final Totals for each column are shown along the bottom of the table in the dark green row.

B. STATE OF 4 CMBG, BY UNIT TYPE, AT 09:49 HRS, JUL 26 1989.						
TYPE	STARTING	ACTIVE	WITHDRAWN	FALLEN OUT	DESTROYED	
Air Defence	15	14		1		
Armored Carrier	82	46		24	12	
Anti-Tank	12	12				
Depot	8	8				
Headquarter	45	43		1	1	
Helicopter	8	2			6	
Infantry	50	22		24	4	
Reconnaissance	14	2		4	8	
SP Anti-Tank	24	8		15	1	
SP Artillery	20	20				
Tank	80	38		34	8	
Utility Vehicle	8	8				
Totals	366	223		103	40	

C. STATE OF 4 CMBG, BY PLATFORM, AT 09:49 HRS, JUL 26 1989.						
PLATFORM	DESCRIPTION	STARTING	ACTIVE	WITHDRAWN	FALLEN OUT	DESTROYED
7.62mm C6 GPMG	Infantry Support Unit	2	2			
ADATS	Self Propelled SAM	4	3		1	
Blowpipe SAM Team	SAM Infantry Unit	11	11			
CH-136 Kiowa	Scout Helicopter	4	1			3
Carl Gustav Team	Anti-Tank Infantry Unit	12	12			
FARP (Static)	Static FARP for Helos	8	8			
Headquarters	Command Unit	24	23		1	
Leopard C1	Main Battle Tank	78	36		34	8
Leopard C1A1	Main Battle Tank	2	2			
Lynx	Recon Unit	12			4	8

Sections D and E, below, show the state of the enemy forces by unit Type and Platform, respectively. The information is in the same format as noted above for Sections B and C.

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D. STATE OF 239 GTR, BY UNIT TYPE, AT 09:49 HRS, JUL 26 1989.

TYPE	STARTING	ACTIVE	WITHDRAWN	FALLEN OUT	DESTROYED
Air Defence	19	4		9	6
Armored Carrier	48	29		14	5
Anti-Tank	3	2		1	
Artillery	6	3		2	1
Depot	8	8			
Headquarter	26	16		6	4
Helicopter	8	2			6
Infantry	41	21		16	4
Reconnaissance	36	12		17	7
SP Artillery	18	18			
Tank	98	38		50	10
Utility Vehicle	30	26		3	1
Totals	341	179		118	44

E. STATE OF 239 GTR, BY PLATFORM, AT 09:49 HRS, JUL 26 1989.

PLATFORM	DESCRIPTION	STARTING	ACTIVE	WITHDRAWN	FALLEN OUT	DESTROYED
12.7mm NSV HMG	Infantry Support Unit	8	4		2	2
2S1 Gvozdika	Self Propelled Artillery	18	18			
2S6 Tunguska	Self Propelled Flak	4	1		1	2
30mm AGS GL	Infantry Support Unit	6	2		3	1
82mm Vasilek Mortar	Towed Mortar	6	3		2	1
BMP-1[T][M]	Tracked IFV	48	29		14	5
BMP-KSh	Command Vehicle	1	1			
BRDM-2	Recon Unit	17	2		9	6
BRM-1K Korshun[T]	Recon Unit	11	2		8	1
BTR-40[m]	Wheeled Utility Vehicle	2	2			
BTR-60PU	Command Vehicle	11	2		5	4

30.4 Victory Status and Conditions

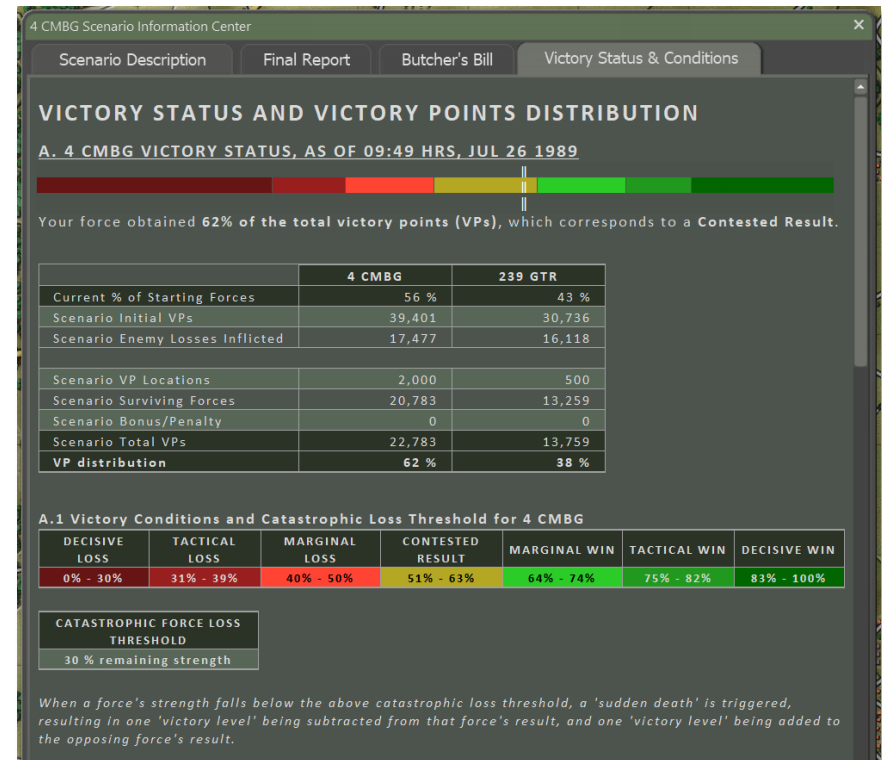
The Victory Status & Conditions tab features breakdowns of how your forces' points were achieved.

Section A, shown below, provides a graphical and tabled representation of the final Victory Point Distribution and game result.

The colorful bar at the top shows via vertical white bars where your score landed in the context of a low number of points (red) to a high number of points (green). Below this is some text noting the percentage of Victory Points (VPs) gained and the result of the battle.

The table underneath shows the breakdown of Starting Forces and VPs awarded for both sides in the scenario which makes up the final VP Distribution totals along the bottom row.

Section A.1 shows the colorful bar in table form and the distributed VP values that match up to the various Victory Conditions. Losses or wins can be Decisive, Tactical, or Marginal and a close battle is a Contested Result. These percentages are based on the starting conditions for the scenario to allow for unbalanced forces without penalizing size, but provide real Victory Conditions based on these ratios. Lastly, the Catastrophic Force Loss Threshold that triggers Sudden Death is indicated.



Section B, seen below, provides a table of Victory Location ownership by each force in the left and right columns, and Contested and Neutral (not owned) locations in the middle column. The Victory Locations are labeled by hex number (column/grid map coordinates) along with their VP value. These values are summed in the bottom row for a Total for each force.

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B. OWNERSHIP OF VICTORY LOCATIONS		
4 CMBG	CONTESTED & NEUTRAL	239 GTR
Hex 0910 (500 VP)		Hex 1712 (500 VP)
Hex 0812 (500 VP)		
Hex 1719 (500 VP)		
Hex 2321 (500 VP)		
Total: 2,000 VP		Total: 500 VP

Section C, seen below, details how ownership of each Victory Location was determined based on local units and time remaining in the game.

C. FORCE INFLUENCES ON OWNERSHIP OF VICTORY POINT LOCATIONS:
The effective unit influence range at this stage of the battle is 1 hex.

NATO Objective, 500/500 VP at 0910: NATO retains control.

NATO



Warsaw Pact

No units near objective

NATO Objective, 500/500 VP at 0812: NATO retains control.

NATO



Warsaw Pact

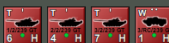
No units near objective

Warsaw Pact Objective, 500/500 VP at 1712: Warsaw Pact retains control.

NATO

No units near objective

Warsaw Pact



NATO Objective, 500/500 VP at 1719: NATO retains control.

NATO

☐ View Enemy Scenario Information Center

Print Close

30.5 Sudden Death

Once a side has triggered “Sudden Death” by having their forces drop below the indicated Catastrophic Force Loss Threshold (see Section 30.4 above), the outcome of the scenario will be a foregone conclusion. A force that has eroded down to 30% of its starting value has become combat ineffective in the grand scheme of the battle and is assumed to pull back remaining forces to be available in the future.

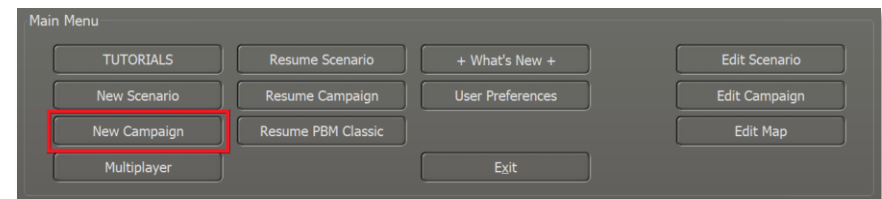
There is the option to continue playing until the end of the scenario time or until the point you wish to end the game via the Game menu bar item, End Game Now option.

NOTE: It is infrequent to improve on the Sudden Death evaluation as your forces are combat ineffective and usually will suffer more losses if the Sudden Death threshold is ignored.

31 Campaign Game Play Overview

A campaign is a sequence of scenarios from one nation’s perspective where the result of one scenario may influence the subsequent scenario. The player carries over core forces from scenario to scenario. This means that campaign scenarios might play out very differently from single scenarios because it is of vital importance to preserve your force as you try to win your part of the war.

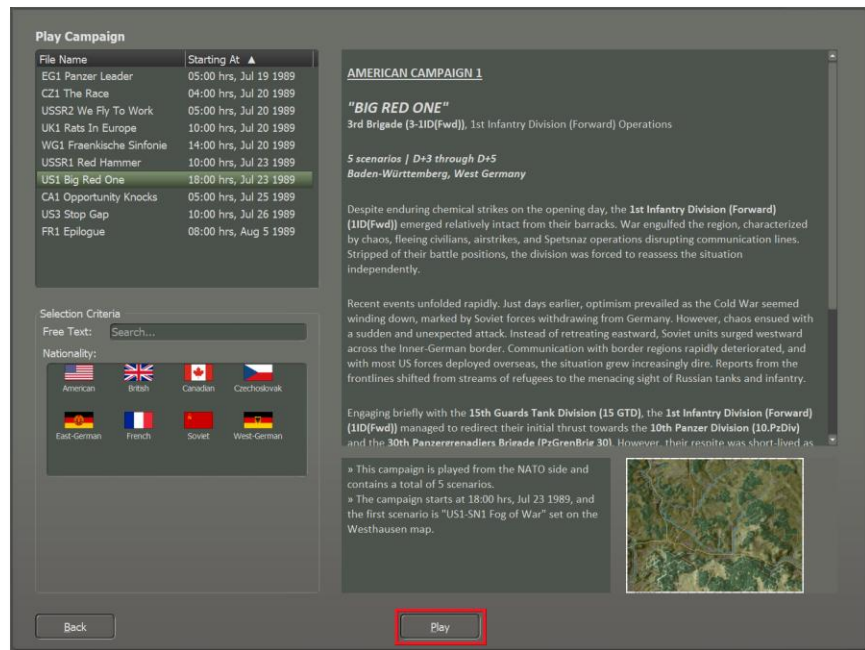
To start a new campaign, click on the New Campaign button in the Main Menu.



This launches the Campaign Selection dialog, as seen below. Review the campaigns that are available in the module. Click on a campaign to open an overview of it in the right-side window to get an idea of the overall mission and historical context of the campaign.

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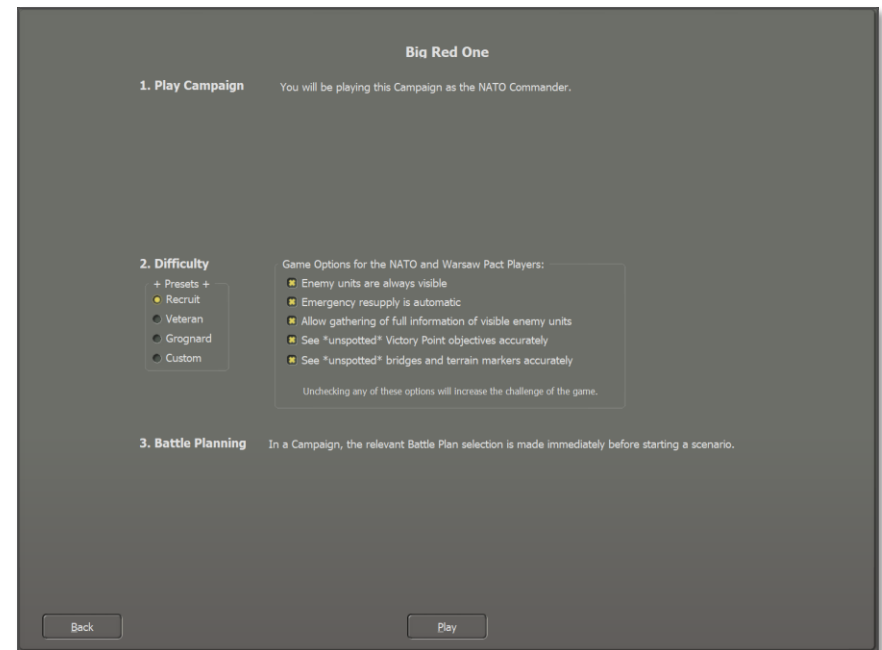
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Click Play to proceed.

Only the Difficulty settings can be customized for a campaign, as shown below. Select a Difficulty preset or set custom Game Options and Fog of War options that will apply to all scenarios in the campaign. These settings are covered in Section 4.3 above.

NOTE: You cannot pick which side you play or who your opponent will be in a campaign. These are specified by the campaign author, and the opponent will be the AI.

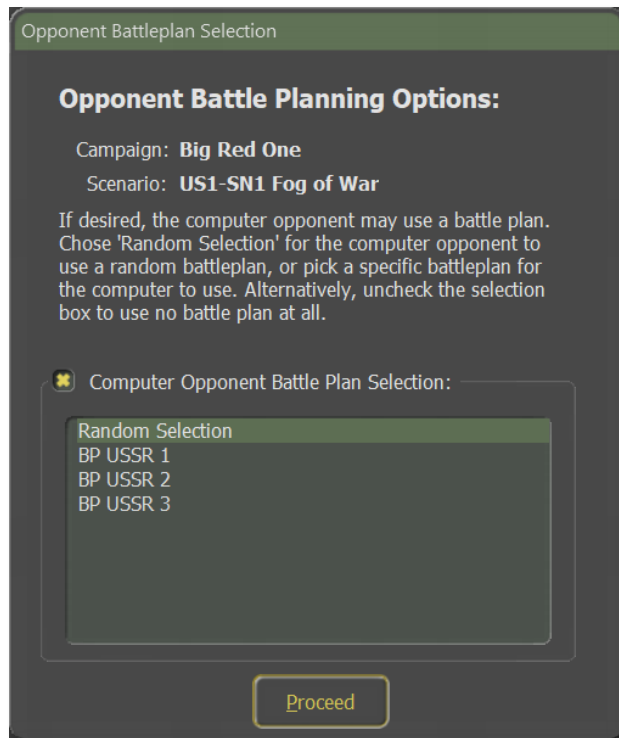


If the following two settings in the Game Options are selected during campaign setup: Enemy Units Always Visible and Allow Gathering of Full Information of Visible Enemy Units, then Staff Report dialogs will have an option in the bottom left corner to View Enemy Tactical Operations Center (see the last image of this subsection below). Checking this toggle converts each tab to show the same information but from the enemy's perspective and the details change accordingly. Uncheck this toggle to return to your forces' information. Selecting only one or the other of these two Game Options will not allow this information to be viewed in-game (see Section 4.3.2 above).

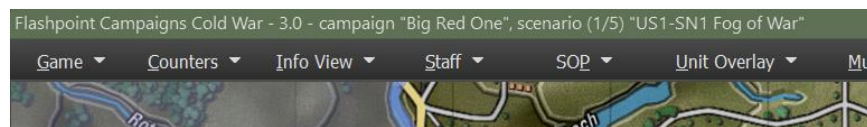
Click Play to proceed. Next, choose the Battle Plan for the first campaign scenario (if there is more than one available) or leave it at Random Selection to be picked at random. Battle Plans will be selected at the start of each campaign scenario.

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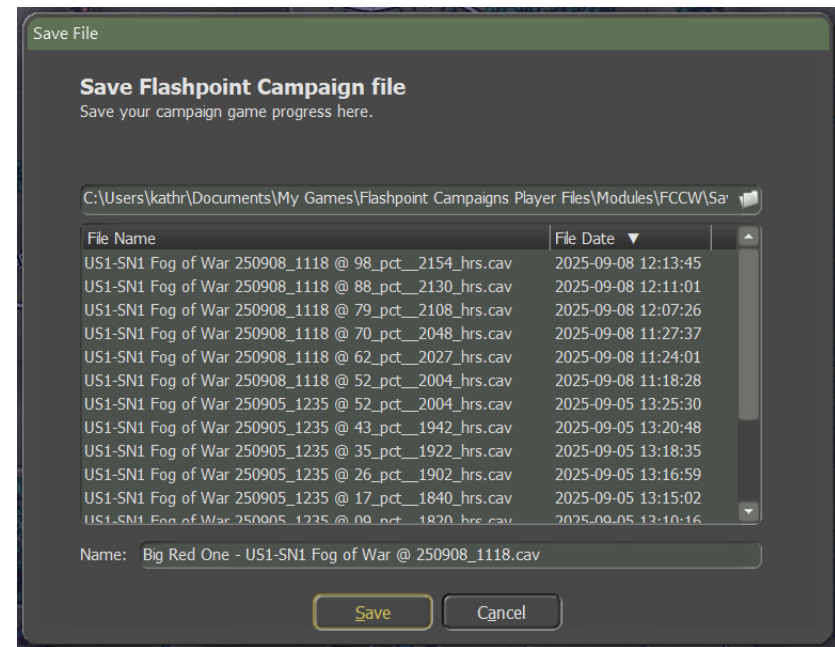


Click Proceed to load the scenario and begin to play. The game program's title bar displays the name of the campaign and which scenario is currently in progress as seen below:

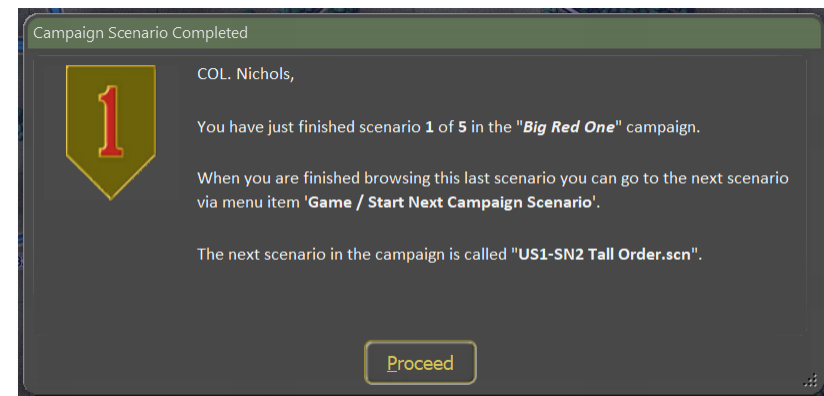


Play the scenario to the conclusion or end it early, if at least two-thirds completed, to proceed to the next scenario via the Game menu bar item, End Game Now selection. After the standard Battle Over dialog, save the campaign in progress as a ".cav" file. Manually enter a file name or use the default file name detailing the campaign, scenario, real-world date

and time, percentage complete, and game time, then click the Save button.



The following Campaign Scenario Completed message will appear:



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Click on Proceed to view the Scenario Information dialog for the usual postmortem debrief. Note that there is a new tab in this dialog called "Campaign Chronology". This report will show the accumulated campaign information to date. It contains:

- The campaign description.
- For the first scenario, it will show:
 - The Scenario Briefing, including scenario start and end game times.
 - The Scenario Verdict, including your star rating and very brief staff evaluation (see Section 30.1 above).
 - The distribution of Victory Points between forces.
 - The Core Force Status, depicted with a bar graph of how many unit types are still active.
- As subsequent scenarios' results are available, it will also show:
 - Details on the Campaign Force Recovery Phase, including where you are in the progression of the campaign and Recovery details for your core forces.
 - The Subunit Distribution in table form, about the fate of your units.
 - Any new Force Attachments made to your force.
 - Followed by the same information as provided for the first scenario, as above.
- When the entire campaign is complete, a final summary evaluation is appended for you to review.

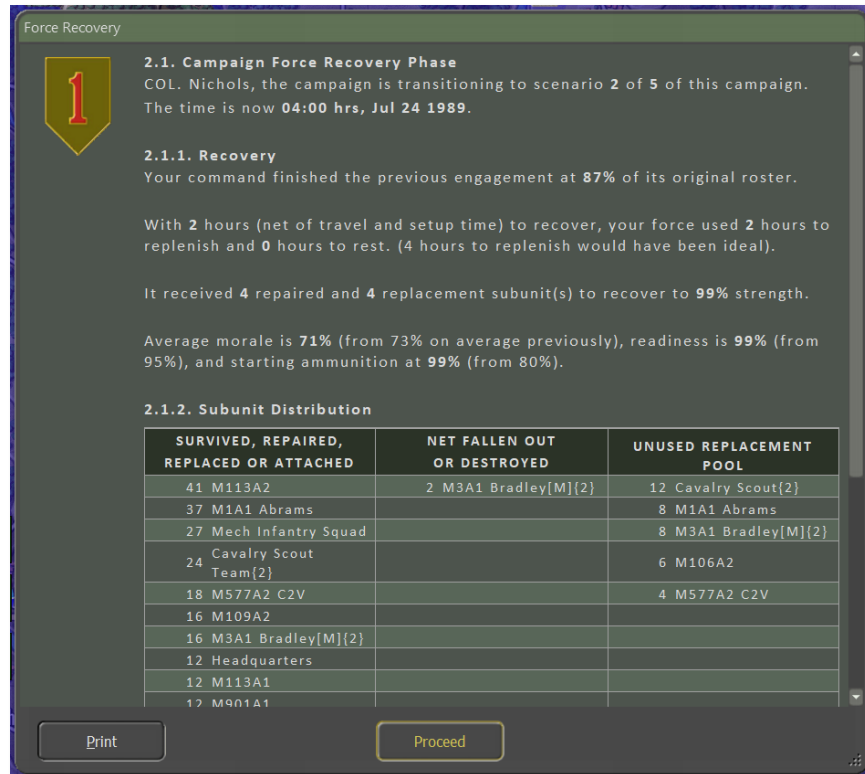
After reviewing and closing the scenario postmortem, use the Game menu bar item, Start Next Campaign Scenario option to go to the next scenario as shown below:



The new scenario will load and import your core forces, placed in the appropriate setup areas. Select an Opponent Battle Plan when prompted.

The Force Recovery dialog shows next (see below) which recounts how much rest and recovery your core force has received as well information on any replacements and attachments. Review this carefully to understand your forces going into the next battle.

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Click Proceed, review the Mission Briefing for the scenario, and then begin playing. When this scenario is complete, the same process is used to start the third and subsequent scenarios.

A campaign summation screen is displayed after the final scenario is finished, as seen below. It is similar to the Final Report (see Section 30.2 above) but includes ratings for all the scenarios making up the campaign.



Click Proceed and the final game postmortem can be browsed in the usual way (see Section 30 above). The Scenario Information dialog's Campaign Chronology Report is now complete and can be reviewed in the tab on the right, as shown below. At the bottom of this tab is a summary of each scenario.

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When finished with the reports, click the Close button to return to the Main Menu to start another battle or campaign.

32 Designer Notes

The following section contains some designer notes and thoughts on various topics covered in the game. These items pair well with the information in **FM02 Battlefield Primer** and add more background to the various features and capabilities of the game engine.

32.1 Infantry

Infantry units perform best when dug in and in areas with plenty of cover. In built-up areas like cities, infantry can take down unsupported tanks. In the open, infantry becomes very vulnerable to all types of fire.

Digging infantry out of high cover can be a real chore and usually requires the use of artillery as well as infantry to remove as this is an intentional and protective position that was built.

32.2 Planning

However accurate it may be that plans don't survive contact with the enemy, maneuvers must be carefully pre-planned. The operational commander can expect to feel more like a traffic cop than a battlefield commander of WWII vintage once maneuvering has begun. This is as it should be, however. Victory can depend on units getting to the same place at the same time. Traffic jams are gifts to opposing air and artillery forces (only one company-sized maneuver element fits easily in one map location – 35 subunits for NATO and 70 subunits for Warsaw Pact per hex in this game). Hostile helicopters love giant traffic jams and are incredibly effective at destroying them. Game scenarios with smaller forces tend to have fewer traffic jams than scenarios with larger forces if this is something you would like to practice.

In addition to the requirement to pre-plan, players must remain flexible to meet the rapidly changing situations common in modern combat. The reason for this necessity is a lack of information. It is rare to know precisely where the enemy is, what they have, or what their objectives are during setup while you are making plans. A good plan incorporates accurate guesses as to these points, does not depend too crucially upon those guesses, and includes methods to improve your intelligence on the enemy while denying them similar intelligence. Field reconnaissance will often result in the loss of the units performing recon so it is best to arrange your forces so that recon is not performed inadvertently by valuable non-reconnaissance units.

32.3 Mobility

Combat occurs "over the ground" not "for the ground". Despite the perils of tactical movement, units need to be constantly engaged in operational movement. Enemy units can be easily fixed in place with suppressive fires and kept out of battle once identified in a particular location. There are few "must have" locations to defend – so the objective is to find and defeat enemy combat units, not seize nor hold ground for the sake of it.

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32.4 Tempo

Modern combat occurs around the clock. Multiple layers are needed to sustain the necessary level of commitment. Each layer works its way to the front in turn, engages, and then disengages to rest and replenish. The idea is to seize the initiative, set the tempo of combat at a level higher than the enemy can sustain, and then dislocate them with fresh units when their forces inevitably crack. A fast but sloppy solution in these circumstances trumps a well-ordered but slower solution. The other implication is that there is no time to learn on the job. All units must be fully trained in peacetime because there will be no time once the shooting starts.

32.5 Initiative

Players should not wait until they engage the enemy before exercising their command initiative because by then it will be too late. Make most of your decisions and give many of your orders before even hitting start. Things like combat doctrine and reporting structures should not usually be changed during play. This reflects reality. In Cold War combat, a lot of destruction happens very quickly. This means there is no time for a battalion or brigade commander to assess the situation, decide, and choose a course of action once the shooting has started.

32.6 Recon and Intel

This is a game in which to be located by your opponent is often fatal so you will wish to either stay well-hidden or to keep on the move. The latter will usually be necessary. In moving it is good to remember, especially for large forces on roads, that there are stacking limits. You cannot get much more than a single large, full-strength company into one location. NATO forces can stack about 35 subunits total in one game hex while Warsaw Pact forces can stack about 70 subunits. Attacks have been broken down in play testing due to traffic jams. Locating one of your traffic jams is an enemy dream. Every remote delivery weapon (and a few direct fire ones) will end up trying to clear out that traffic problem for you so they are best to avoid. Ideally, the main task for your ground units will be to pick off enemies easily in such a jammed location, having already had the air force and artillery do all the dirty work of getting

them to fragile states.

Targeting enemy traffic jams from the air is more effective and a lot safer than wading into a head-on ground engagement oneself. Unfortunately, it is not always possible for events to work out so cleanly so it will probably be necessary to engage the enemy with your ground forces at some point. When doing so, keep in mind that snoopers tend to get shot at. Determining opposing strength locations with your HQ or main elements is not good practice. That is what reconnaissance is for. You will often find that they merely present you with a flaming datum, but better than your staff vehicle.

32.7 Survival

Complete units should not disappear in just a couple of minutes except in catastrophically adverse circumstances. Rarely should the voluntary loss rate exceed one vehicle per minute. All combatants are assumed to have residual survival instincts and will modify their behavior once they come under fire to reflect this. They will not press on suicidally, but instead will suffer a mission abort once the rate of loss passes a certain threshold – which can be aggravated by the loss of HQ vehicles. They will retire to the nearest safe location and reorganize for another attempt. Exception: the less realistically trained the troops are, the more “dash” behaviour (voluntary risk assumption) they can be expected to show. Virtually all troops in Soviet-style units fall into this category initially.

32.8 Artillery

Artillery support is crucial but limited. Demand far outstrips supply. A frontal attack on an unsuppressed defense no matter the odds will likely result in ruin. Artillery must be used to prepare the way and then support the attack. The dilemma is that artillery has notable supply limitations and cannot be used lavishly except for the very highest priority tasks. Five minutes of moderate firing per location ought to be considered lavish. On the modern battlefield, quality of fire support counts more than quantity and the destruction of units through fire alone should be considered most unlikely. Counter-battery fire is an important role and a substantial fraction (1/4 to 1/3) should be assigned to it. The same rules apply to air strikes, only more so.

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32.9 Lethality

This is the age of the empty battlefield. If you can see it, you can probably kill it. Western-style units will stay hidden unless forced otherwise by movement orders. During movement, they will seek to use all available cover and move in short high-speed dashes to minimize exposure. If adequate cover is unavailable, smoke will be used generously. As in times past, the best movement route is the most covered route, not the shortest route. Warsaw Pact units put a higher premium on cohesion and predictability. They will be much less likely to take advantage of available cover in most circumstances.

32.10 Ammunition

Ammunition is relatively bulky, heavy, and scarce. Most units can fire off everything they carry in 10 minutes or less and yet they need to be able to go eight hours or more. This tends to discourage high-volume, low-payoff exchanges. Assume that the intensity half-range is 500 m. Units generally shoot with 4x intensity at targets within that range, 2x from 500 to 1000 m, and 1x beyond that. There is also a sniping/harassment level of fire that can occur at extreme ranges to keep the other side honest, but this need not be simulated at the company level. Both sides have stockpiled enormous quantities of ammunition and other supplies, and experience has shown that it is used up at far higher than expected rates. Expect severe supply difficulties within 30 days for both sides and potentially crippling shortages of critical items within 10 days. This cannot be a long war.

32.11 Dispersion

In the age of ultra-lethal weapons, dispersion is the key to survival. Historically, troop densities have dropped every time weapon lethality increases. The concentration of units in a contained area is an invitation to wholesale destruction, yet attacks must concentrate to a degree to achieve success. Move dispersed, attack concentrated!

32.12 Line of Sight and Line of Fire

Typical combat ranges may be a lot shorter than expected. Most improvements to direct fire weapons have been to extend the range past 3 km but in most cases, the line of fire will not be nearly that long. At one point, the Soviets calculated that 50% of all combat would occur at 500 m or less. This puts a premium on delivering the first round quickly and accurately rather than at an extended range. Tactical situational awareness leading to consistently getting the first shot in may well determine who lives and who dies. The best shot might not be the longest shot, or the one with the most sweeping field of view, but rather the most unexpected shot.

And with that, we wish you luck!

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33 Flashpoint Campaigns Credits

33.1 On Target Simulations

- **President and Founder:** Robert “Ironman” Crandall
- **Lead Programmer, Map Master, AI, and Graphics:** William van der Sterren
- **Data, Documentation, Graphics, and Sound:** Jim “Cap’n Darwin” Snyder
- **Quality Czar and Testing Lead:** Charles “Hawkeye” Belva
- **Producer:** Andrew “Argyll” Spearin
- **Development:** Kevin “SgtZdog” Zemon, Will Jackson, Alex Kriesel
- **QA & Testing:** Gary “Garrison Chisholm” Chezem, Tomasz Niedzinski
- **Documentation:** Jim Snyder, John Osborne, Kathryn Blue
- **Special Mention:** Jeff “Iron Mike Golf” Sugden, Steve “Mad Russian” Overton

33.2 On Target Simulations Content Team

- Alexander “Stimpak” Schwarz, Charles Belva, David “sec22” Whitt, Fred Schwarz, Joao Lima, Jo van der Pluym, John Osborne, Jörgen Torgersson, Mike “MikeJ19” Johnstone, Scott Gibbs.

33.3 Cold War Super Testers

- rsallen64, wandrr, ewan_lawson2002, Uberhauskaninichen, BadOptics, Redlock, Ultradave, Mechasaurian, fudatzkee, Marcbellizzi, descampsb, Messe28, andreiiar, coppernob, dredpath, pullg

33.4 Cold War Beta Testers

- Jo van der Pluym, SodyM, Timo Kellomäki, makran70, Gumshoex, DIVM, Bagpipe, Brugmans, SinisterCAN, Rick, scottike, Monygham, Blackcloud6, DukeBannon, Pfaust150, Jotte, Searry, Zumwalt_446, Zanderrebel, jscimeca, Lorenz79, Tack299, Xavier Joy, GolasYH, heikkilantto, ibrahimbashir, joso99, jsqdcscq, Wahala, Leonidas17111, nelmsm1, msinnot1, Nico165b165, slowexplosion, zhuangcheng, Orangeinal, cepierce, headbreaker_ger, Malevolence, gris, daft, emERICA542, Don60420, MikeBrough, Raptorx7_slith, Asterix_von_TWC, and a tip of hat to Sirius, Jörgen’s cat.

33.5 Matrix Games Production Support

- **Producer:** Erik Rutins, **Associate Producer:** Maxim Klose-Ivanov, **Brand Manager:** Camlo Kalandra

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34 OTS on the Web

Matrix Games Forum: <https://www.matrixgames.com/forums/viewforum.php?f=10149>

Check Us Out on Discord: <https://discord.com/channels/911711314051739659/911711314257248331>

Check Us Out on Steam: https://store.steampowered.com/app/3170350/Flashpoint_Campaigns_Cold_War/

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